CU AMIGA-64

OCTOBER 1989
AN EMAP PUBLICATION

THE No1 AMIGA MAG

£1.20
HFL 6.75
DM 6.50
355 pta

SHUFFLEPUCK CAFE

MONEYGOROUND
ARE SOFTCOS RIPPING YOU OFF?

CONTINENTAL CIRCUS

ALTERED BEAST
WIN THE COIN OP

DYNAMITE DUX

SHADOW OF THE BEAST

BEASTLY BUSINESS

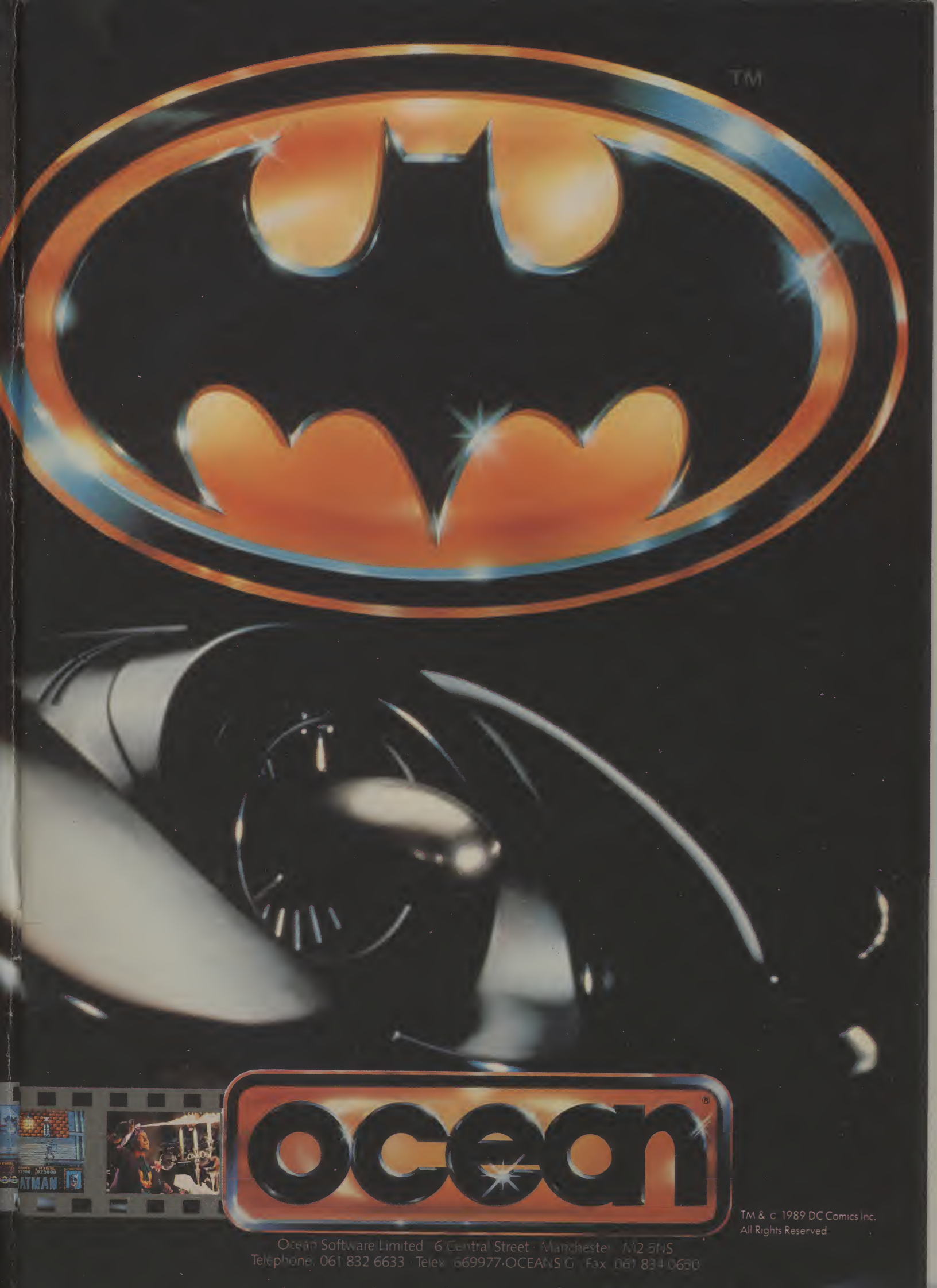
BATMAN is a shadow in the darkness, as elusive as a dream. High above the seamy streets of GOTHAM, he is a criminal's nightmare. The only hope for a desperate city – BATMAN.

AMSTRAD **£9.99** COMMODORE

SPECTRUM **£9.99** SPECTRUM

ATARI ST **£19.99** ATARI ST

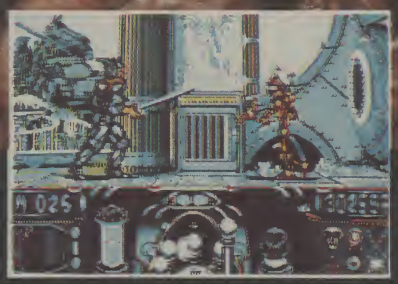
AMIGA **£24.99** AMIGA



Ocean Software Limited · 6 Central Street · Manchester · M2 5NS
Telephone 061 832 6633 · Telex 669977·OCEANS G · Fax 061 834 0650

TM & © 1989 DC Comics Inc.
All Rights Reserved

KNIGHT FORCE



TITUS™

UNIT 4 STANNETS LAINDON NORTH TRADE CENTRE BASILDON ESSEX SS15 6 DJ - PHONE : (0268) 541 126

1988 TITUS. KNIGHT FORCE, TITUS AND THE TITUS LOGO ARE REGISTERED TRADEMARKS OF TITUS

SPECIALS

20 ALTERED BEAST

Another exclusive review of a great arcade conversion. This time round it's Activision's *Altered Beast* and we're giving you the chance to win the original coin-op.

80 PLAY TO WIN

Up to a mighty twelve pages this month. Tips for Oil Imperium and hints and maps for Sleeping God's Lie and the Amiga version of Barbarian II.

96 THE MONEYGOROUND

How much should you pay for a piece of software? What are the costs involved in producing one and who is paying for it? Are you really getting value for money?

REGULARS

6 BUZZ
14 DEMOS
17 CHARTS
66 CHEAPOS
68 UPDATE
72 ADVENTURE
79 LETTERS
104 ARCADES
108 TOMMY'S TIPS
112 OUTER LIMITS

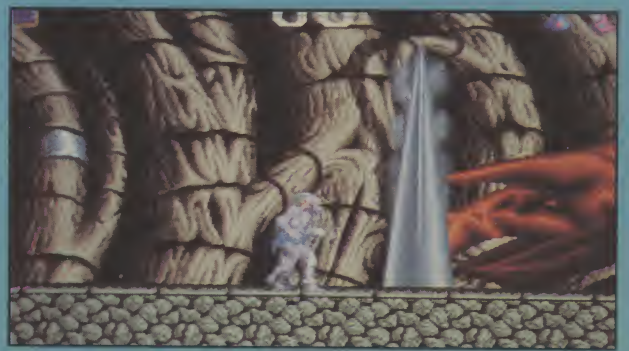
CU OCTOBER

CONTENTS

Continental Circus.

Dynamite Dux.

Shadow of the Beast.



REVIEWS

20 ALTERED BEAST
27 CONTINENTAL CIRCUS
29 LANCASTER
31 TURBO
32 IRON LORD
37 BUFFALO BILL
39 SHUFFLE PUCK CAFE
40 XENON II
43 BATTLE VALLEY
45 ACTION FIGHTER
47 DYNAMITE DUX
49 GREAT COURTS
50 APB
52 BLOODWYCH
55 TUSKER
56 KINGDOMS OF ENGLAND
58 SHADOW OF THE BEAST
62 FIREPOWER

Editor — Mike Pattenden; Deputy Editor — Steve James; Staff Writer — Mark Patterson; Art Editor — Elaine Bishop; Art Assistant — Osmond Browne; Advertising Manager — Tom Glenister; Classified/Copy Control — Emma Ward; Publisher — Clive Pembridge; Editorial/Advertising — 01-251 6222;

Distribution — EMAP Frontline Limited, Park House, 117 Park Road, Peterborough PE1 2TR Tel: 0733 555161; Back Issues — PO Box 500, Leicester, LE99 0AA; Subscriptions — PO Box 500, Leicester LE99 0AA Tel: 0858 410510; Annual Subs. (UK) £17.99; Europe — £29; World — £50.

Registered Offices: Priory Court 30-32 Farringdon Lane, London EC1R 3AU. ISS 0265-721X.

72,892
July-Dec 1988

ABC
Member of the Audit Bureau of Circulation

BUZZ

OUT FOR THE COUNT

Alternative Software have just scored a major coup by signing up the rights to that incredibly popular small-screen star, Count Duckula. Duckula, as his many fans will already know, is a vegetarian vampie as a consequence of his be-slinged nanny putting tomato ketchup instead of blood into his veins at his creation. To the intense annoyance of Igor, his sadistic manservant, our web-footed hero has no interest in drinking maiden's blood, being far happier chomping a broccoli sandwich. The TV cartoon series has enormous cult appeal with such luminaries as David Jason (better known as Del Boy in 'Only Fools And Horses') and Ruby Wax supplying the characters' voices. *Count Duckula* is due for release to coincide with the start of the TV show this autumn.

Meanwhile, Alternative have announced the imminent release of a sequel to their enormously popular *Postman Pat*, plus the release of an Amiga version of the original *Postman Pat*. This brace of cuties will be with us within the month.

SNOOPIN AROUND

The Edge follow up their successes with *Garfield* with the announcement of the impending release of another major licence featuring a famous family pet. This time the lucky beast is that most philosophical of beagles, Snoopy. *Peanuts 1: Snoopy And The Case Of The Lost Blanket* casts our hero in the role of a detective searching for Linus' missing blanket. Described by The Edge as "essentially a graphic adventure". *Peanuts 1* will feature all those lovable Schulz characters, and should be hitting the streets within the month.

BACK TO THIS

Word reaches us that the forthcoming — and eagerly awaited — sequel to the smash film "Back To The Future" looks set for conversion. The original film was converted by Activision. In fact negotiations are taking place for the exclusive rights to both *Back To The Future II* and *Back To The Future III*. This situation has arisen because the two films are actually being made "back to back" because of pressure on star Michael J. Fox's diary for the next couple of years. While the films are currently still in production, and plot details are scarce, it's understood that *BTTF II* starts where the original left off, and takes our hereoes' adventures in the future. The films will be released for Christmas and next summer respectively and it is thought that the licensed game will be timed to tie in with the relese schedule.

US GOLD RUN

US Gold have announced their belated entry into what is fast becoming known as The Great Christmas Car Rally with their acquisition of the licence to *Outrun*'s recently released coin-op sequel *Outrun Turbo*. Although US Gold managed to confound the sceptics by shifting their critically-slammed conversion of *Outrun* in huge quantities two Christmases ago, it is doubtful whether they will have such an easy task this time around, with four other major driving sim releases scheduled by rival companies for the tinsel season. Ocean's *Chase HQ*, Activision's *Power Drift* and Domark's *hard Drivin'* will all be aiming to capitalise upon the strong names of their respective parent coin-ops and there are also excellent reports concerning Mirrorsoft's forthcoming originally created driving sim, *Vette*. Nevertheless a US Gold spokesman said that they're confident that *Turbo Outrun* will hold its own.

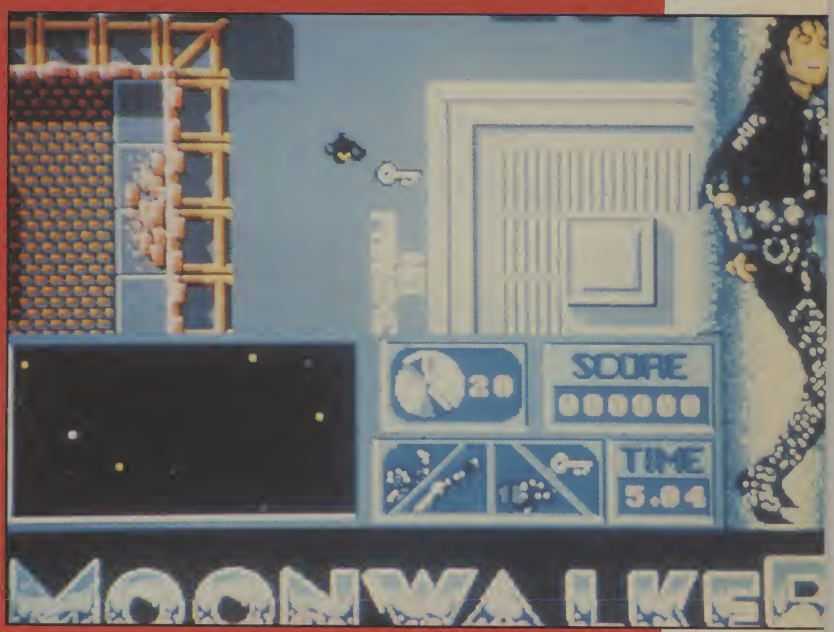
FUTURE WARS

Created by French programmer Paul Cuisset after three years hard work, Cinematique is, we are told, "a system that uses the adventure style within an animated game", and sets out to take the type-in out of adventures. Will it work? With you very shortly the first Cinematatique game *Future Wars* is released by Delphine, through palace Software. The plot, quite intriguingly, features a plan by an evil alien race to travel back in time from the 43rd century to sabotage earth's SDI-style defence system before it's actually been completed. *Future Wars* has already attracted rave reviews in its motherland, so this looks like a space to be watched.

MOONWALKER

MJ has to find eight pieces of bunny rabbit suit. But this is only part of it — and Michael does manage a few more macho scenes before the game is completed. There are four levels of action involving MJ hopping on a motor bike, a super fast racing car, and finally a space ship to do battle with the giant laser in the game climax — all based closely on the film.

Amiga owners are treated to several interlude levels showing animated graphics of — amongst others — the famous shuffling-feet "moon walk" dance, as digitised tracks from the album boom out on the Amiga. The C64 won't have these frills but the game play is the same. Watch out for it in your local shoft shop around late Octoberish.



BOMBER

Spectacular is the best word to describe Vektor Graphic's *Bomber*. Featuring some of the most detailed, fast solid vectors yet seen on the Amiga (and round wheels on all the aircraft instead of polygon blocks), a large variety of planes to choose from ranging from a Tornado to a Saab Viggen, *Bomber* promises to be one of the most comprehensive simulators ever. Every angle has been covered during its twelve months of programming. Full airforce bases including hangers, mid air refueling and a mission-design facility enabling you to set some pretty tough runs for your mates.

Vektor Graphics call this the "best simulation ever" and who knows they could be right.

THE STAR WARS® Trilogy

3 Games in 1 Mega Value Pack

* 3 Screen Sci-fi block busters!
* 3 Coin-op Classics!
* 3 Chart-topping software hits!
* And now one great Compilation Pack

Available on: Atari ST, Amiga, Amstrad cassette, Amstrad disc
Commodore 64 cassette and disc, Spectrum + 3, Spectrum 48/128

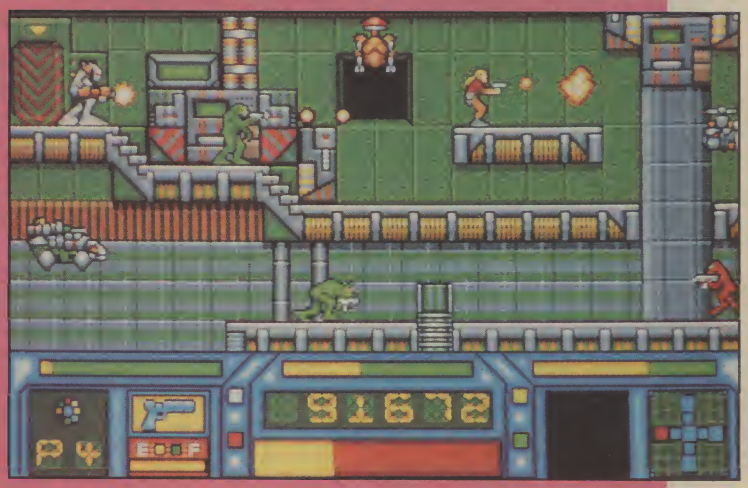
DOMARK

FERRY HOUSE, 51-57 LACY ROAD, LONDON SW15 TEL: 01 7802224

® & © 1987 Lucasfilm Ltd & Atari Games ® TM & © 1988, 1984 Lucasfilm Ltd & Tengen © 1984 Lucasfilm Ltd (LFL) & Tengen All Rights Reserved

BUZZ

STRYX



Unusually in an industry which spends an inordinate amount of time using words like "mega", "huge" and "gigantic", the *Stryx* press release concentrates on the fact that the characters in this eight-way scrolling strategy 'n' arcade romp are smaller, more perfectly formed and brilliantly animated than, say, *Barbarian* and other games of this ilk. All of which allows maximum playfield without sacrificing detail and definition. The game itself pits the eponymous warrior hero in a fight to the death against cyborgs hellbent on destroying their human masters. Due out any second now.

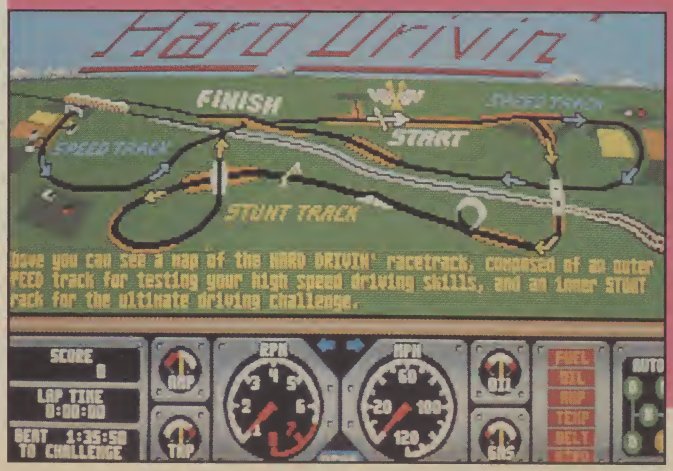
FIGHTING SOCCER

Slow burner in the arcades, *Fighting Soccer* crept into the pleasure domes with hardly a whisper, but its addictive view-from-above footie thrillsomeness helped it outlast many much flashier coin-op competitors. Now Activision has signed up the SNK original, and come the twinkling of an eye you'll be able to dribble away to your heart's content in the privacy of your home. All the thrills and spills of the real thing without the rain, sweat and football hooligans.

LAASIAN PLAGUE

Lovers of *Ooze* will be thrilled to the very core of their beings to hear that Dragonware are currently beavering away to bring y'all an even more devastatingly addictive slice of rune-ishness. The enigmatically-entitled *Laasian Plague* boasts a vocabulary of over 2,000 words, roleplaying elements, a world full of characters living lives completely independent of yourself, fish-eating monsters, swampwitches, monks, sorcerers and, naturally dragons. For adventurous folk everywhere, *Laasian Plague* should be with us this coming Spring.

HARD DRIVIN'

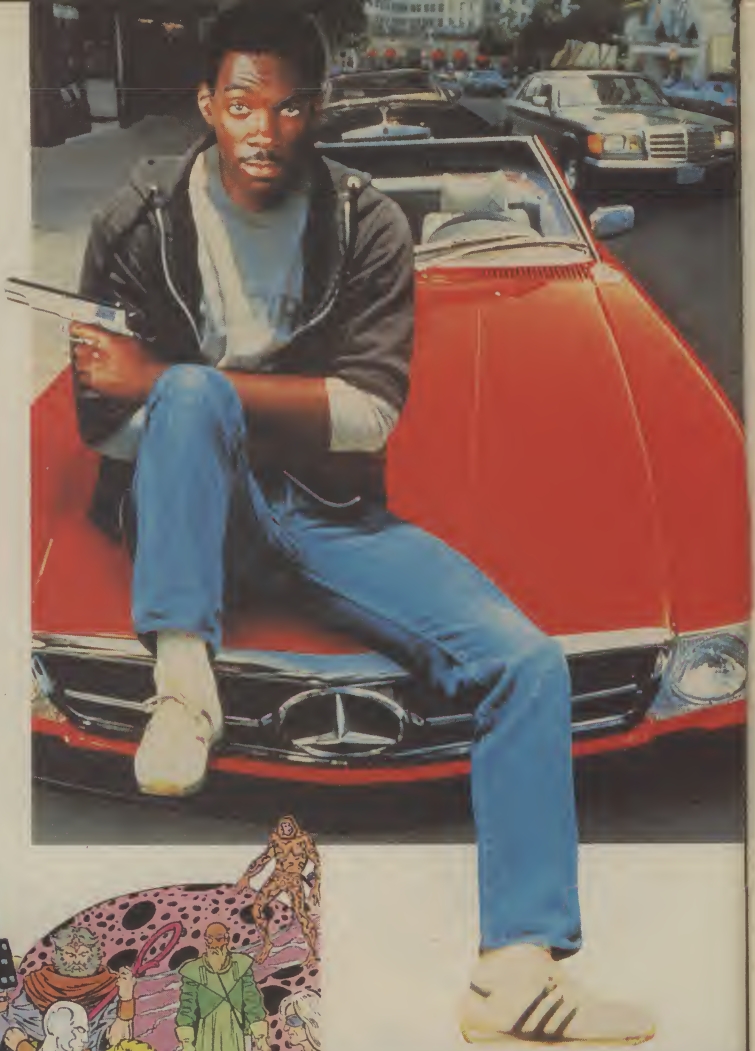


Above you can see a map of the HARD DRIVIN' racetrack, composed of an outer SPEED track for testing your high speed driving skills, and an inner STUNT track for the ultimate driving challenge.

Atari's *Hard Drivin'* is as its name implies, no glorified dodgem. Possibly the most seriously realistic driving simulation to appear yet in the arcades. *Hard Drivin'* requires true skill, judgement and reactions if one is to avoid embarrassing prangs. There are manual and gear shift options, stunt tracks and speed tracks to cope with as well as the ultimate test, the race against the Phantom Photon. If Domark succeed in getting *Hard Drivin's* vector graphic realism onto the home machine without compromising on speed and responsiveness, this really will be one to save up for.

BUZZ

COP OUT SOON



Eddie Murphy will soon be starring on your home computer screens, coutesy of those canny Northerners at Tynesoft who've just signed up the rights to the hysterically funny *Beverly Hills Cop*. Axel Foley won't be wisecracking and badassing his way through the wonderful world of software until next year, according to a Tynesoft spokesperson. Further details as soon as they come into out hot little hands.

VIRGIN SILVER

With the world still reverberating with stifled hyuck hyuck's at the news of Virgin's signing up of Viz, news reaches us of two more comic conversion plans by the Branson Machine. These are of a slightly more dignified nature, however. *Dan Dare III* will be the third Dan Dare game Virgin have released, and they have also just announced their intention of bringing us a computer incarnation of that old DC Comic's hero Silver Surfer. Both these courageous, handsome and not even slightly Viz-ish characters will be beaming into your local softshop towards the turn of the year.

RETURN OF THE VAMP

Queen of horror and close friend of Mark Patterson, Elvira, makes her return to the computer screen with Horrorsoft's latest, *Elvira, Mistress of The Dark.* This icon driven arcade adventure sees you as a freelance ghostbuster, given the task of ridding Elvira's castle of the ghosts of her long dead ancestor. Sounds like fun.

Possibly the most impressive

ACCOLADE'S ANGELS

Flight sim enthusiasts will be thrilled skinny to hear that Accolade have signed up the United States Navy's famous aerobatics team, the Blue Angels. The game will enable you to perform many of the same manoevres as the Angels themselves perform. But first you'll have to complete a progressive training sequence learning such stunts as the double tuck-over roll, the knife edge and the eight-point roll, plus of course gaining experience in close formation flying. Eventually you get to perform your stunts at airshows. You'll be able to view your plane's movements from both inside and outside your F/A-18 Hornet's cockpit, and there's even the opportunity to watch the proceedings from the grandstand on the ground. *The Blue Angels* is due for release on Accolade, through The Sales Curve within the next month, and is not recommended for those prone to a fear of G force sickness.

thing about the game is its soundtrack. Fully four channel, it's merely a computer version of a specially written soundtrack, by none other than Jezz Woodroffe (ex-Black Sabbath and Robert Plant band). Now, this might not seem amazing, but what is clever, is that the game also runs a MIDI soundtrack, which, if you have a Roland CM32 or equivalent, you can run the soundtrack through. Horrorsoft are so pleased with the track that they hope to lengthen it and create an album version. (Like Infogrammes release of *Passengers on The Wind)*. More gore as it hits us.

GHOSTBUSTERS II

Once upon a time home computer buffs could expect a leisurely delay between a films release and the appearance of a licenced game on the softshop shelves. Those days are long gone, and the licensing man from the big software company is now as familiar a figure on a big movie set as, say, the gaffer. Latest silver screen biggie to be snapped up before release is the long-awaited sequel to *Ghostbusters*, and the guilty party are Activision, whose conversion is scheduled for simultaneous release with its parent movie this coming yule. And with 'Ghostbusters II' (the movie) packing them in in record numbers stateside no doubt its home computer baby will be receiving the big push.

NECRONOM

Those ambitious folk over the waves in Linel are about to launch what they humbly suggest will be a particularly mega shoot 'em up for the Amiga (well, they would, wouldn't they?). *Necronom*'s 30 levels are crammed with some 300 different aliens, and plenty of extra weapons and power-ups to deal with them. The levels are arranged in a "grid", leaving the player to choose which path through the game he wishes to follow, thereby ensuring high play-again appeal. *Necronom* is speeding towards you as we type.

T.V. SPORTS BASKETBALL

***TV Sports Basketball* sees cinemaware plunging headlong into the murky pool of the sports sim (only their second dip, their first being *TV Sports Football*) and, by all accounts, negotiating those hazardous waters with ease. *TVSB* features five distinct players on each team, each with their own shooting skills, speed and even looks, timeouts, variable speed, instant replays, substitutions and just about everything else you'd expect to find in the real thing. *TVSB* will be released just in time for Christmas on Amiga, but 64 owners will have to wait until Spring.**

BUZZ

NINJA MISSION

Soon to be released by Virgin Mastertronic, *Ninja Warriors* looks set to be not only the most accurate arcade conversion yet, but also one of the greatest Amiga programming achievements to date.

Originally set over a three screen area, just like *Darius*, *Ninja Warrior* sets you, and a friend, against the evil forces of the dictator Bangler. Not only do you have to fight his mutated henchmen, you also have to deal with the likes of police and muggers. Who are you to gain such attention? You are a robotic Ninja, armed only with two knifes and a short supply of Shuriken (throwing stars).

All programming is by Random Access, the same people who brought you the incredible *Silkworm*, and from what we've seen, this looks set to knock Silkworm into a cocked hat. For a start, the top and bottom of the screen have been taken away to make the playing area long and narrow, to capture the feel of the tri-screen arcade version.

Accuracy is the strongest description that you could possible use, just listen to this. Every frame of animation from the coin op has been used. Every single piece of backdrop has been copied EXACTLY, and when you think that each backdrop is huge and doesn't repeat (no less than 1.8 megabytes on background along), that's quite a lot of graphic memory being taken up.

So how do they conserve memory? By using a revolutionary new disk loading technique. As you play through the game, new sections of background are being constantly loaded in, to replace the old background that won't be used again. The same goes for the bad guys. There are one or two bad guys who stay in the game constantly, such as the mugger with the knife or the cop with the gun, these are always in memory. Because each sprite has so many frames of animation, this is most of the graphic memory taken up, so any other bad guys that appear are loaded up from disk. Once fought, that certain area of graphics memory is cleared, waiting to be filled by the next enemy.

It all sounds very complicated, and the programmers state that it's the hardest thing they've ever had to do, but after seeing a two level demo, Buzz can quite definitely say it was worth the effort. The disk access hasn't even begun to slow the game down at any point, and the actual game itself is breathtaking. One to look out for. More news as we get it.

CHAMBERS OF shaolin

THALION

Chambers of Shaolin is an exceptional 1-2 player Martial Arts Game featuring stunning graphics, special sound effects and full player participation.

To win THE FINAL COMBAT LEVELS requires commitment, hard work and dedication during the 10 intensive training levels necessary to acquire your skills, agility and strength. Your enemies are formidable and already have an awesome range of skills. One weakness means DEFEAT.

Are you good enough to survive THE FINAL COMBAT?

©1989 Grandslam Entertainment Ltd.
Grandslam House
56 Leslie Park Road
Croydon
Surrey CRO 6TP
Tel: 01 - 655 3494

GRANDSLAM

AVAILABLE ON:

ATARI ST £19.99
AMIGA £24.99
COMMODORE C64 CASSETTE £9.99
C64 DISC £14.99

BUZZ

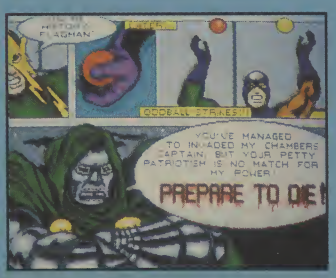
SPACE ACE

If you never saw *Space Ace* in the arcades, and it was pretty rare, then you won't know that it's the follow up to Don Bluth's *Dragon's Lair*. Based around the same Laserdisk technology, Space Age pits you as a futuristic warrior, righting wrong and attempting to rescue the lovely Kimberly from the evil Commander Borf.

David Foster has headed the development team, co-

ordinating the efforts of Jorge Freitas, the graphics and Amiga artist, and Simon Douglas the programmer. Simon, who was the creator of *A-Max*, has brought his technical know-how to the project, writing the game for four different formats. Hugh Macleod, although new to the Amiga, has touched up the backgrounds and generally seems to have gone wild with the 16

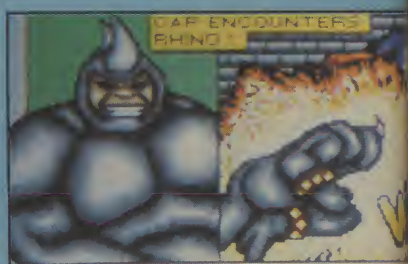
DR DOOM'S REVENGE



And another one from Empire. Fans of Spidey will no doubt be in ecstasy over this one. Follow our fallible hero through over 30 arcade sequences in his battle with Dr Doom through the pages of a Marvel comic book. Why would you ever want to do battle with Dr Doom? Because he's stolen a nuclear missile from the US government and has threatened to detonate it over NY city!

And if you don't fancy taking control of Spiderman, or if you decide to team up with a friend, you can introduce Captain America, star of screen and comic and forever in pursuit of truth, justice and a star spangled shield.

Spiderman has always been the great whinger among superheroes (in one episode of the Marvel originals, Spidey comes home after a long day's villain bashing only to soak his poor, tired feet in a mustard bath). But, of course, he's always equipped for skirmish with an awesome mix of weaponry and fisticuffs.

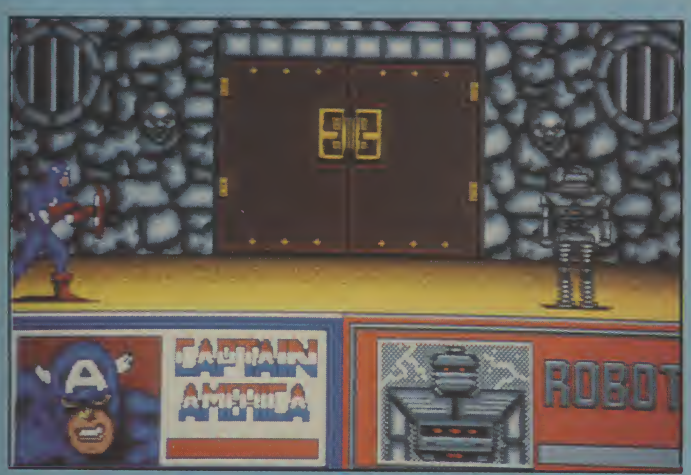


key sequences from the original (written on laser disk) and then digitising them.

It looks like it's going to be much more of a game than *DL*. For a start there are more screens to play. Also the graphics are better defined, with all the cartoon quality you would expect from a Bluth production.

Space Ace will be available 'soon' and will run, get this, on ALL AMIGAS! Including unexpanded A500s. Priced at £44.95 it comes on six disks. Watch out for it on the Empire label.

colours available to him. Jorge Freitas and Hugh Macleod have pooled their efforts to bring you some utterly droolsome animation, to which these early screens bear witness. *Space Ace* has been converted by selecting



In *Dr Doom's Revenge* the Cap'n has his red, white and blue shield which he can block blows and use to clobber nasties. The indications are that the capn's fight moves will be swift and varied, so the beat 'em up elements should be good.

The game will also feature some splendidly titled villains — there's the Doctor, plus Boomerang, Machete, Rhino-Man, Batroc and the nefarious Electro.

The game has gone down a storm on the other side of the pond. There'll be exclusive reviews of both *Dr Doom's Revenge* and *Space Ace* in next month's CU.

DEMOS

Cripes! One moment a huge influx of raw talent on the Demos scene, the next month bugger all. Come on, you're not going to let all the big names get all the credit are you? Send your demos to the usual address marked demos, of course. Still look what we've made space for — two Buzz previews of some mighty looking games in a picture story style!

Loadsa fantasy-styie demos this month. This has a yukky pic of Sabrina and a sampled remix of Boys, Boys, Boys. Available from Wicked PD.

Space Bubbles is a strange titie for this piece of macho airbrush-styie artwork by Boris Vailejo. This particular disk has five demos and is the third volume in his series.

More metal Images with *Follow The Sign* by Hellowen. It has fantasy 'airbrush' (again), plus sampied HM music. On two disks, you can get your mits on this courtesy of Virus Free PD, 23 Elborough Road, Moredon, Swindon, Wilts, SN2 21S.

SUPER WONDER BOY

Wonderboy is back! This time as an adventurous adolescent who must slay the ferocious fire-breathing MEKA dragon before peace can return to Wonderland. Tom-Tom takes on the most malicious monsters ever known. Evil anacondas, vicious vampire bats, mad mudmen and screaming skeletons to name just a few.

Collect treasures along the way to strengthen and protect yourself. Revival potions to perk up life levels, whirlwinds for long range battles and winged boots to fly

There lies ahead the greatest challenge – a nightmarish adventure of the force of good against evil, as once more the peace-loving people of Wonderland turn to SUPER WONDERBOY to free them from the grasp of MEKA and his murderous monsters!!!

The future of WONDERLAND is now in your hands!

ATARI ST SCREENS SHOTS SHOWN

ACTIVISION

SEGA®

SUPER WONDERBOY™ and SEGA® are trademarks of SEGA ENTERPRISES LTD. This game has been manufactured under licence from Sega Enterprises Ltd, Japan. © SEGA/Westone 1987, 1989
Marketed and Distributed by Activision (UK) Ltd.
Mail Order: Postronix Ltd, Nene Enterprise Centre, Freehold Street, Northampton NN2 6EW. Tel:0604 791771 (Quote reference ACT 1) Consumer Enquiries/Technical Support: Tel: 0734 310003

CHARTS

REVIEWERS CHOICE

Mark Patterson: *Turbo, against Tony, (Amiga), Sim City (Amiga), Wasteland, still!!! (Amiga).*

Tony Dillon: *Turbo, against Mark (Amiga), Action Fighter (Amiga), Kick Off (Amiga).*

Steve James: *Xenon 2 (Amiga), Shadow of the Beast (Amiga), New Zealand Story (Amiga).*

Mike Pattenden: *Xenon 2 (Amiga), Kick Off (Amiga), Altered Beast (Amiga).*

ADVENTURE CHART

TM		
1	BARD'S TALE	ELECTRONIC ARTS
2	WAR IN MIDDLE EARTH	MELBOURNE HOUSE
3	WEREWOLF OF LONDON	MASTERTRONIC
4	REBEL PLANET	AD'SOFT/US GOLD
5	CURES OF AZURE BONDS	US GOLD
6	COLOUR OF MAGIC	LEVEL 9
7	HILLSFAR	US GOLD
8	PRICE OF MAGIC	LEVEL 9
9	KILLED UNTIL DEAD	US GOLD
10	QUEST FOR THE GOLDEN EGG CUP	GRAND SLAM

MORE GREAT UNLICENSED FILMS

1) Kentucky Fried Movie
2) The Blue Lamp
3) Seven Brides for Seven Brothers
4) A Fistful of Dollars
5) The Last Days of Sodom and Gommorah
6) The Blue Lagoon
7) All Quiet on the Western Front
8) The Birds
9) Eraserhead
10) Paint Your Wagon

AMIGA CHART

TM	LM		
1	7	NEW ZEALAND STORY	OCEAN
2	NE	ROBOCOP	OCEAN
3	4	FALCON MISSION 1	MIRRORSOFT
4	1	POPULOUS	ELECTRONIC ARTS
5	3	KICK OFF	ANCO
6	10	LOMBARD RAC RALLY	DATABASE/MANDARIN
7	NE	TEST DRIVE 2	ACCOLADE
8	9	FALCON	MIRRORSOFT
9	NE	GRAND PRIX CIRCUIT	ELECTRONIC ARTS
10	NE	RICK DANGEROUS	RAINBIRD

C64 CHART

TM	LM		
1	NE	CRAZY CARS	HIT SQUAD
2	4	GREEN BERET	HIT SQUAD
3	NE	PITSTOP 2	KIXX
4	8	YIE AR KUNG FU	HIT SQUAD
5	2	ROBOCOP	OCEAN
6	1	ENDURO RACER	HIT SQUAD
7	NE	SCOOBY DOO	ENCORE
8	NE	SUMMER GAMES	KIXX
9	NE	NEW ZEALAND STORY	OCEAN
10	5	1942	ENCORE
11	NE	INDIANA JONES — LAST CRUSADE	US GOLD
12	7	SAS COMBAT	CODE MASTERS
13	NE	BATMAN	OCEAN
14	NE	HIT SQUAD TENNIS	HIT SQUAD
15	NE	DOUBLE DRAGON	MELBOURNE HOUSE
16	NE	FORGOTTEN WORLDS	US GOLD
17	17	DRAGON NINJA	OCEAN
18	18	OPERATION WOLF	OCEAN
19	11	KENNY DALGLISH SOCCER MANAGER	COGNITO
20	NE	SPITFIRE 40	ALTERNATIVE

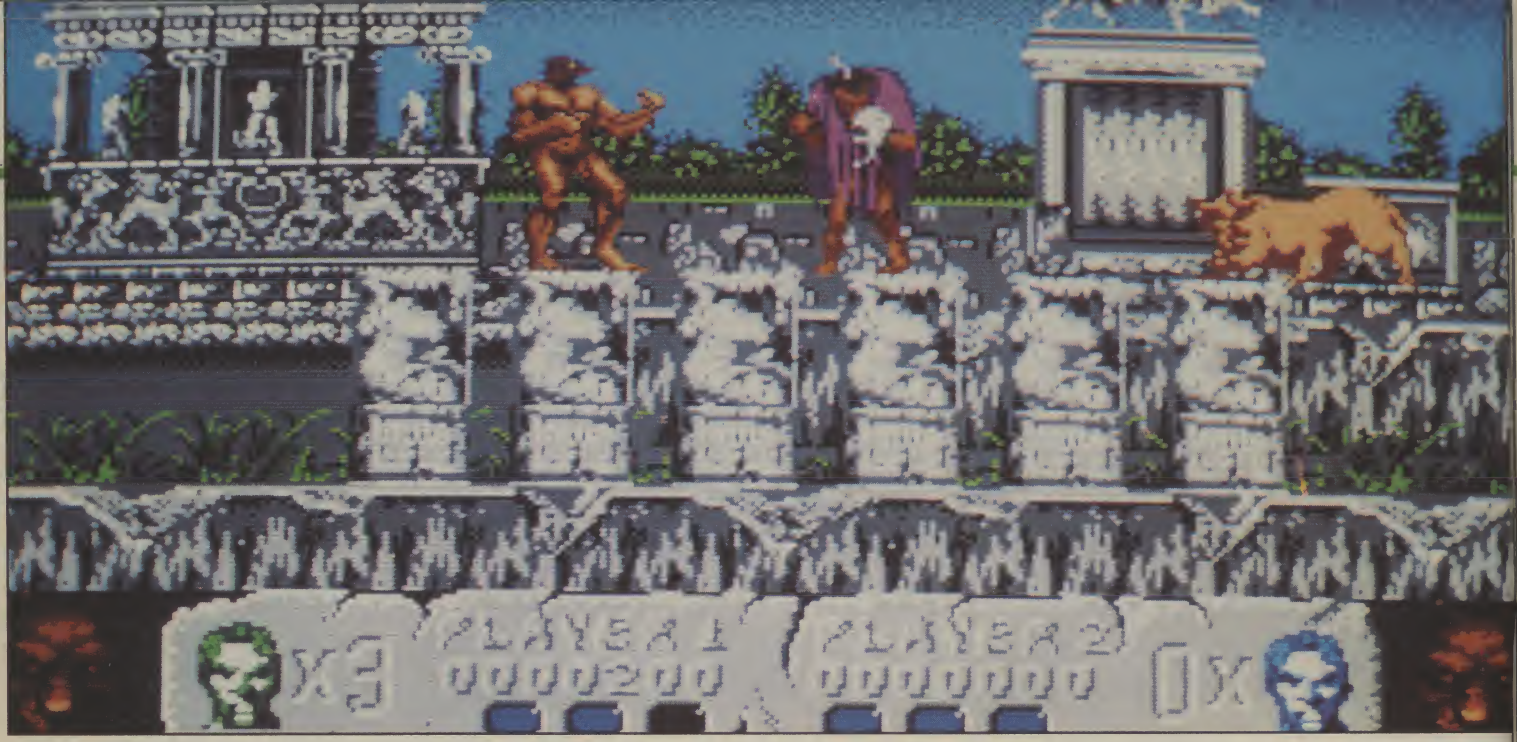
SAXON
TUSKER

ONE MANS DREAM
ONE MANS DESTINY

TUSKER
LIVES 6

TUSKER
000000

SYSTEM 3



Fisticuffs, yeh?

ALTERED BEAST

You've found the evil eye.

Activision
Price: £24.95

Here's looking at the title screen.

PC Show time always heralds the appearance of many new titles and last minute deadlines for the software houses. Hot off the mastering machine is *Altered Beast*, due on the shelves around the time of this issue and certainly as impressive.

You start the game not having to worry too much about your health — actually, you're dead and not really much use to any-

Dragon versus eyeballs.

You winged, I Claudius.

body. That is until the wholesome wizard interferes with your decomposition and reanimates you as his side kick. You climb out of the grave and start off in good stead for your quests.

If the forces of good can use corpses so can the bad guys. Thus the majority of your opponents on this first level are zombies. Thrown in is the occasional hell-hound: none are particularly dangerous and most oblige you by exploding into various bodily parts on contact with your fist or foot.

Now and then a flashing hound appears. Without a doubt, this is the central nasty in the game, kill one of these and then release small capsules which you have collected. The first makes you slightly tougher, the second turns you into a muscle man with a ferocious punch and kick; the third transforms you from man to beast. Apart from looking spectacularly cool in your new form you also lay claim to many new powers.

On level one you become a wolf man and throw small fireballs and transform yourself into one big fireball. Enter level two as the electric dragon, firing electricity bolts and using an energy shield; the hair bears feature on level three with a smile on the face, fatal breath, and an awesome jump. Level four marks the return of the wolf man.

At the end of each level is the evil wizard who transforms into a huge creature with the customary magician's puff of smoke. All it takes is a hefty pounding to reduce him to a pile of dust.

Each one of the five levels has a high standard of graphics, although several frames of animation have been sacrificed per character. But it nevertheless retains the overall look of the arcade game very well. The main tune is a very apt thumping sound track which fits the mood well.

C U SCREEN STAR

All things considered, with the difficult nature of the conversion, Activision have done a sterling job in retaining all the original features — and the two player mode makes for a very neat conversion.

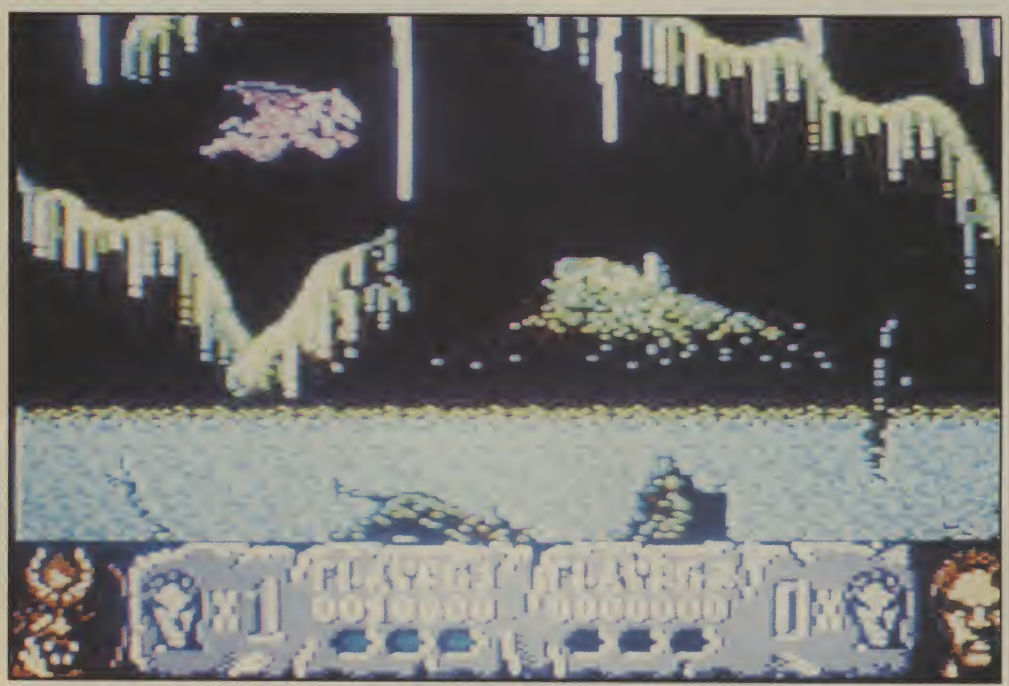
Mark Patterson

SOUND	**85%**
GRAPHICS	**86%**
PLAYABILITY	**88%**
LASTABILITY	**89%**

87%

Search out new life and destroy it.

ALTERED BEAST



Here comes the flying beast.

Glasshopper, he say . . .

In a machine to machine comparison the Amiga version knocks the freckles off the 64 version. Even though *Altered Beast* on the 64 plays slightly faster than the Amiga version the graphics are pretty badly designed and animated, hence the speed. The sound track has pretty reasonable effects.

On the bright side all the main features have been copied across faithfully. The main characters politely mutate at the touch of a pod, the zombies erupt and the end of level guardians are as vulgar and tactless as ever. The visual effects do tend to get pretty cluttered at times leaving you stranded in a few awkward positions, eg trapped by half a dozen snakes, parrots and zombies, salvageable with the two player mode by using the special attack. Some of the later levels get very hairy indeed with surprise attacks coming from every corner, and increased difficulty in obtaining the vital power pods.

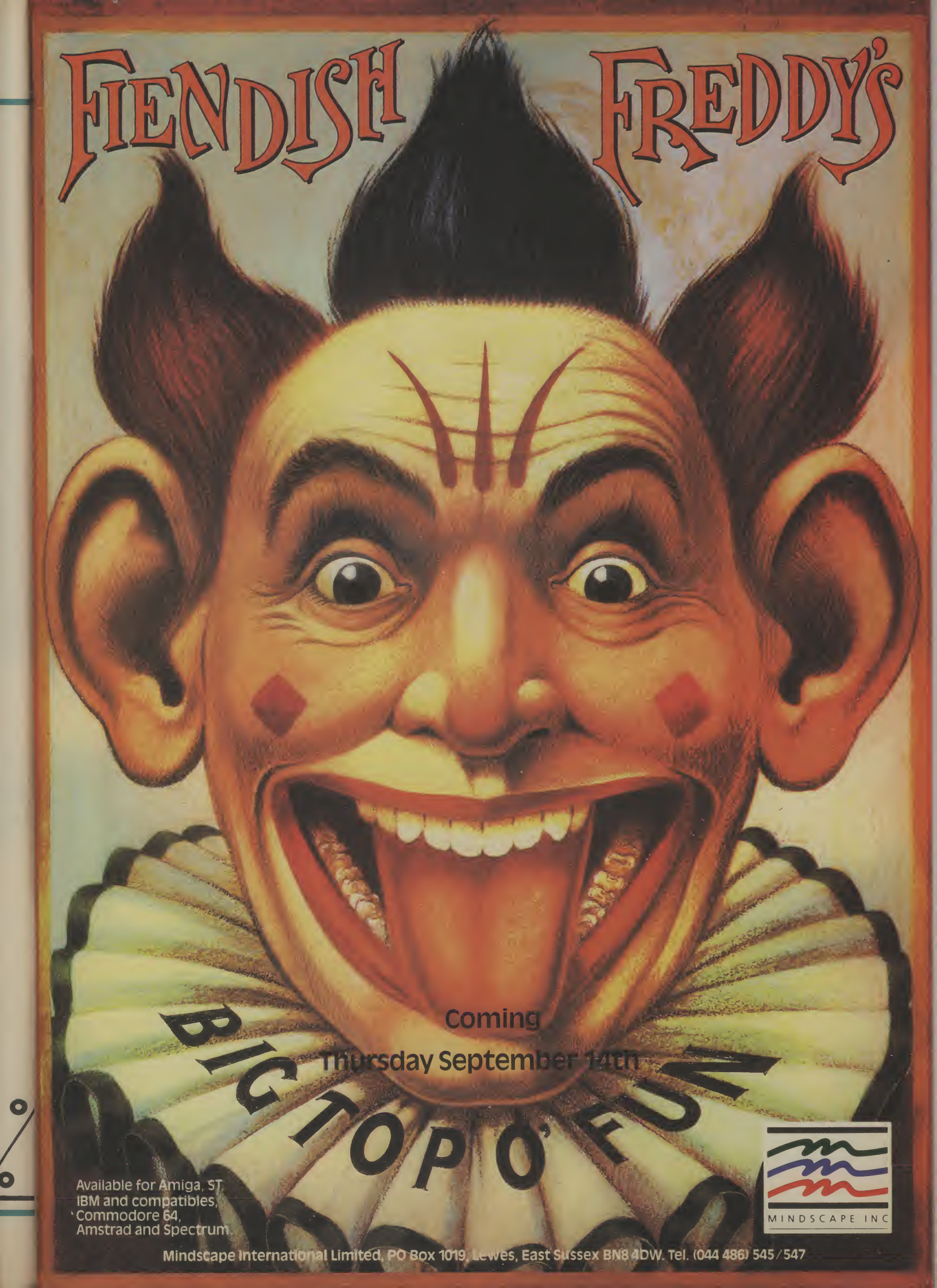
This may be a slightly disappointing game for those who played the arcade predecessor but quite an interesting romp for anybody new to the game. So don't be put off by the screen shots, it plays a whole lot better than it looks.

Mark Patterson

Activision
Price:
£9.99 cass
£14.99 disk

SOUND	78%
GRAPHICS	74%
PLAYABILITY	80%
LASTABILITY	78%

78%


FIENDISH FREDDY'S
BIG TOP O' FUN
Coming
Thursday September 14th
Available for Amiga, ST,
IBM and compatibles,
Commodore 64,
Amstrad and Spectrum.
MINDSCAPE INC
Mindscape International Limited, PO Box 1019, Lewes, East Sussex BN8 4DW. Tel. (044 486) 545/547

KICK OFF

BLISTERING PACE PIXEL PERFECT PASSING SUPERB TACTICAL PLA

* Full size multi-directional scrolling pitch.
* Option to practice and learn ball control, take corners and practice penalties.
* One or two player option: 4 distinct tactics.
* League competition for 1 to 8 players. Load and Save league facility.
* Simple controls to dribble, shoot, pass, chip or head the ball or do a sliding tackle.
* 9 types of Corner Kicks, Penalties, Yellow and Red Cards, 12 different Referees. Host of other features.

AVAILABLE ON

AMIGA	£19.95
ATARI ST	£19.95
CBM 64 Cass	£9.95
CBM 64 Disc	£14.95
IBM PC Comp.	£24.95
SPECTRUM Cass.	£9.95
SPECTRUM Disc.	£14.95
AMSTRAD Cass	£9.95
AMSTRAD Disc	£14.95

C+VG HIT!

SPECTRUM

KICK OFF SCORES WITH REVIEWERS

5 GAME

machine STAR PLAYER

* CVG - OVERALL 88% - Most playable soccer simulation in binary history. Realism is the name of the game. HIGHLY RECOMMENDED.
* ZZAP - OVERALL 96% - So Realistic, So Fun, Soooo Addictive. Boots all other football simulations over the crossbar.
* AMIGA FORMAT - GOLD - OVERALL 91% - The best football game on the Amiga todate.
* THE ONE - OVERALL 88% - The game is such a joy to play. By far the best to appear on 16 bit. It is all over bar the shouting.
* POPULAR COMPUTING WEEKLY - OVERALL 94% - The opposition gets blown away by the utter brilliance of KICK OFF, which has the proper options and the best gameplay seen in any football game.
* THE ACE - A great football game that will have you queuing up for a season ticket.
* NEW COMPUTER EXPRESS - KICK OFF is simply the best football sim. we've played on any micro. It's fast, furious and immense fun. Go and buy it.
* THE GAMES MACHINE - OVERALL 87% - Best 16 bit soccer simulator yet. True football skills are needed in every sense of the word.
* ST USER - OVERALL 9 - The whole game is a complete delight to play and immediately addictive. This is one of the fastest and most exciting action games around and it just has to be the best football simulations yet.

PLAYING IT IS EASY - MASTERING IT WILL TAKE TIME - A LOT OF TIME

AMIGA

ATARI ST

CBM 64

ANCO

ANCO SOFTWARE LTD., UNIT 10, BURNHAM TRADING ESTATE, LAWSON ROAD, DARTFORD, KENT. Mail Order by Cheque, Postal Order, ACCESS or VISA.
Telephone No.: 0322 92513/92518. FAX No.: 0322 93422.

CU Compo

ALTERED BEAST

WIN THE COIN-OP

Start shifting the furniture around, because there's a good chance you're going to have to make way for an arcade machine. We're giving away an *Altered Beast* of a machine thanks to the wunnerful generosity of Activision.

That's a huge two-player cabinet with twin joysticks, volume controls and installed PCB board — worth nearly a thousand pounds on the market.

Runners-up receive ten copies of the game for either 64 or Amiga.

Here's how you win: just answer the following quesies.

1. Which politician is known as the Beast Of Bolsover?
2. What is the name of the new (second) Beastie Boys album?
3. Who described a mouse as a 'wee cowering, timerous beastie'?
4. Name the bestial Iron Maiden album.

Answers on a hairy hand (or a postcard) to What a Beast! Compo, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. These should arrive no later than 20th October. Don't forget to state which machine you own.

©1988 SEGA ENTERPRISES LTD.

Virgin Games PRESENTS

SHINOBI™

AMIGA

ATARI ST

CBM 64

SPECTRUM

AMSTRAD

Available on
AMIGA @ £19.99
ATARI ST @ £19.99
CBM 64 CASS @ £9.99
CBM 64 DISC @ £14.99
SPECTRUM 48/128 @ £9.99
SPECTRUM + 3 @ £14.99
AMSTRAD CASS @ £9.99
AMSTRAD DISC @ £14.99

VIRGIN MASTERTRONIC LTD.
2-4 Vernon Yard · 119 Portobello Road · London W11 2DX

"This game has been manufactured under license from Sega Enterprises Ltd., Japan, and "SHINOBI" and "SEGA" (or "SEGA™") are trademarks of Sega Enterprises Ltd."

Produced by The Sales Curve Ltd.

CONTINENTAL CIRCUS

SCREEN SCENE

He needs water, not fruit.

Oh, oh, here we go again.

Virgin/ Sales Curve Price: £19.99

Or should it be called *Continental Circuit*? One of the most impressively boxed coin-ops of 1988 now appears with slightly less glamourous trappings but with its gameplay still intact.

If you remember, *CC* was the world's first 'true' 3D driving game. The elaborate console consisted of a pair of glasses, with special filter lenses that alternated black and transparent, and you could only see through one lens at a time. The screen would be showing what you would theoretically be seeing through that eye at the time. Obviously this all happened amazingly quickly, far too quickly for the old Amiga, and so in their infinite wisdom, Sales Curve have decided to drop any thoughts of copying the system across and have opted for a more conventional race game. And what a race game!

Race around eight famous courses of the world. Of course, you have to prove that you're good enough to race them, and this is done simply enough by a ranking system. On each course you have to attain a certain rank before you are allowed to move. For example, you can't move onto track two until you have (a) finished track one and (b) achieved a rank of 80 or lower.

Controls are simple as simple can be. And when you've got a game as fast as this one, they need to be. No *Hard Driving/Vette* controls to be found here, just old-fashioned four way joystick controls and fire to change gear.

Graphically, it's about as close to the coin-op as you're going to get. The update of the road is incredibly fast and smooth, as is the update of all of the sprites.

Speaking of the sprites, they're among some of the best ever to be seen in a driving game. Large and crisp, they really add to the feeling of 'being there'.

The sound is pretty basic however, even though it is a fair copy of the original. A throbbing engine noise and a whoosh from the passing of cars are all that you're likely to hear, aside from the intro tune.

Response time is fast, and indeed it needs to be. Overtaking takes quite a bit of practice, as it has to be done quickly and in one motion, else you'll find yourself billowing smoke from a damaged engine, or, even worse, spinning off the track and exploding.

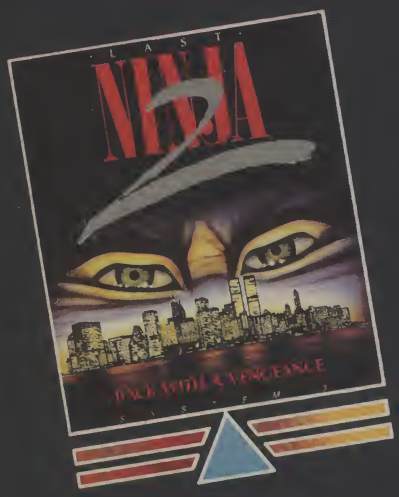
An excellent conversion and a brilliant driving game with enough variation between tracks to keep you playing for ages. Go go go!

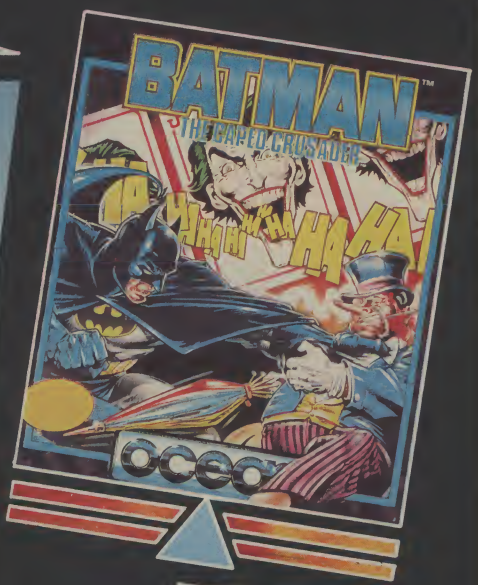
Tony Dillon

SOUND	71%
GRAPHICS	82%
PLAYABILITY	80%
LASTABILITY	79%

81%

A POWERFUL PACK OF FOUR





DARK FORCE

LAST NINJA 2

Once beaten, but not destroyed, the evil Shogun Kunitoki used all his mystic powers to transport himself through time and establish a new empire of tyranny in modern day Manhattan. In fear of Kunitoki's growing powers, the arcane gods used all their wisdom to bring you, the Last Ninja, across the abyss of time and confront your arch-enemy once more. You arrive in this frightening and awesome modern world bringing nothing with you save your intelligence, skill and cunning and a burning desire for vengeance. Will this be the final battle? Can you vanquish Kunitoki once and for all?

© System Three Software Ltd. All rights reserved.

BATMAN – THE CAPED CRUSADER

D.C. Comics' famous super hero Batman breaks onto the micro screen in a Wham! POW! Arcade adventure as you engage the forces of evil in Gotham City. Start in the Batcave and move on through the world of fun and excitement as you face the trickiest customer of all ... the Penguin. Save some strength for the battles ahead with the dastardly Joker however, or you'll miss the thrilling climax!

TM & © DC Comics Inc 1988. All rights reserved

DARK SIDE

From the Major Developments team. Creators of the award winning Driller.

Solid 3D, the nearest yet to being there.

Mission: Locate & Destroy Zephyr. One weapon on Dark Side. Avoid Plexor tanks. Disable Matrix ECO's, use tunnel network and jet pack to best advantage. Time is short. END.

© Incentive Software Ltd.

R-TYPE

Deep in the cosmos, the ultimate terror ....The Bydo Empire – evil, horrific, deadly. In the dark recesses of time and space, its terrifying creatures roam the cosmos, waging war on the Planet Earth. The desperate battle has just begun .... As pilot of the R-9 fighter plane, it is your mission to crush these interstellar monsters using every sophisticated weapon at your disposal. Only your skill and reactions stand between brilliant victory – and the devastation of Mankind. ... At last, the arcade sensation bursts on to your home screen with several stages, terrains and a compelling scroll feature – the ultimate in thrilling gameplay.

R-Type™ 1987 IREM Corporation
Licensed to Electric Dreams.

SPECTRUM · AMSTRAD · COMMODORE

£12.99

CASSETTE

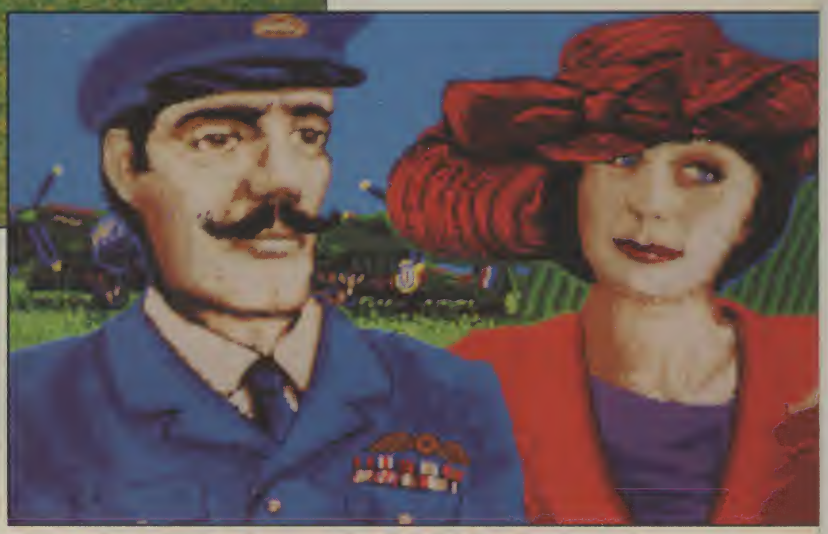
ocean

SPECTRUM · AMSTRAD · COMMODORE

£17.99

DISK

Ocean Software Limited · 6 Central Street · Manchester · M2 5NS · Telephone: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0650



LANCASTER

When it entered the war in 1942, the Lancaster bomber had an almost immediate effect. A devastating 14,000 pound payload, three gun turrets and eight .303 calibre machine guns. Most remarkable of all was the Lancasters' ability to trail home after suffering incredible amounts of damage, with documented cases of the planes returning on two out of four engines, and another with five hundred machine gun holes in it. One Lancaster managed the return trip with a four foot hole ripped from the top to bottom of the main fuselage after having a five hundred pound bomb dropped on it, by a friendly plane!

CRL's computer adaption of a Lancaster bomber isn't quite a dramatic as some of its real life encounters, but it certainly puts you where the action is, in the tail gunner's seat. Contained in the rear of the plane, just under the tail, is the turret. Armed with four guns it's the job of the gunner to cover the rear end of the plane from enemy attacks. The major attack wave consists of single engined Messerschmitt BF109 single engine fighters and Junker JU 88's with two engines and radar. On top of that flak is constantly thrown up from the ground below making life a lot rougher for the crew.

If you and your plane have survived the Luftwaffe's best attampts to bring you down, it's your chance to drop a few bombs on German emplacements. Unfortunately the realism drift into fantasy and fun with fancy targetting cross hairs and a zoom feature through the bomb door's view.

The way back is also fraught with the risk of attack from nearby airbases. The easiest way to avoid attacks is to fly around all the major cities; but unfortunately, you also have to keep your eye on the fuel guage, so sometimes this proves a little tricky.

You have to select which crew member you want to use, the choice corresponding to the level of difficulty — a Dillon lookalike for level one, a dashing airman for levels twelve and ownards and a mega-hard man for levels twenty two and on (there are thirty levels in all). After that there's an animated sequence of a Lancaster taking off in solid 3D, which features some 103 separate polygons.

Throughout the air sequences all the graphics are also formed by polygons (bar the searchlights which appear on the night time missions). All of this plus colourful static screens make the graphics an all round hit. The sound is equally as good. The title tune features a sinister backing track, plus sampled shouts and siren wails, and throughout the game your radio operator keeps relaying messages such as, "what the hell's going on back there?" in his best "stiff upper lip" accent.

Lancaster is a very well presented and executed game. The only real complaint I have is its overall lack of variety; maybe different aircraft positions during flight could have made a slight improvement. A worthy game for all shoot 'em up and simulation freaks.

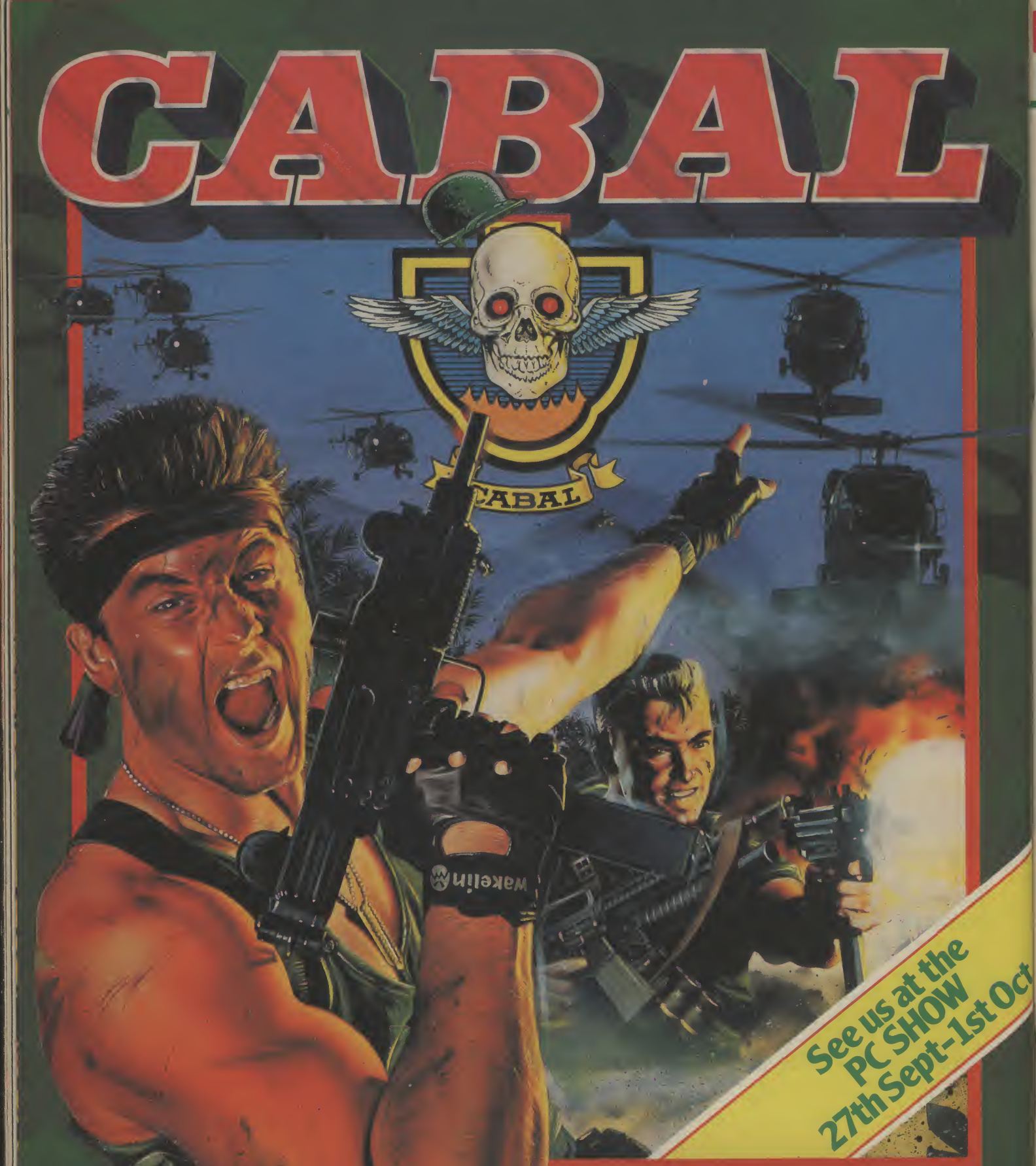
Mark Patterson

Lancaster
CRL
Price: £19.99

SOUND	85%
GRAPHICS	88%
LASTABILITY	78%
PLASTABILITY	82%

79%

CABAL



See us at the PC SHOW 27th Sept-1st Oct

The coin-op sensation that throws you deep into enemy territory with little more than a low-powered, single shot repeater for protection. With superior marksmanship and lightning reactions you can increase the odds – in your favour. Capture enhanced weaponry, including grenades, and now you can really make your mark! ... that is, until you come face to face with the enemy gunships, tanks and submarines. Equip yourself for some stunning arcade action, load up and **FIRE!!!**

SPECTRUM	**£8.99**
COMMODORE	**£9.99**
AMSTRAD	**£9.99**
ATARI ST	**£19.99**
AMIGA	**£24.99**

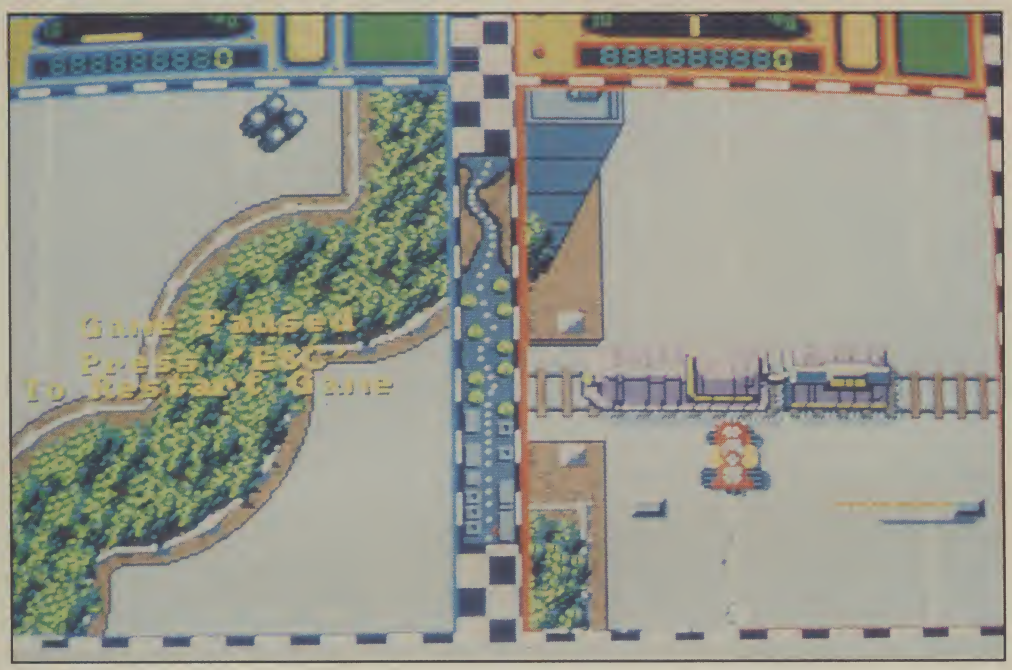
ocean

Ocean Software Limited
6 Central Street · Manchester
Telephone: 061 832 6633
Telex: 669977 OCEANS G
Fax: 061 834 0650

©1988 TAD CORPORATION

TURBO

AMIGA SCREEN SCENE



Look out . . .

. . . oh well.

You have just entered a death race with no rules and no judges. There's you in your modified racing car against a set of opponents so desperate to win that they are willing to kill. The race course is a stretch of highway that runs through the city, the country and the desert. En route you may find weapons to help you in your quest. Grenades, missiles, oil and wheel spikes can all be used to off your opponents.

There are three modes of play in *Turbo*. You can play against the computer, a friend or someone on the end of a modem line. When playing the computer you must try to finish the course within the time limit; after several hours in this mode I decided that this is tricky but possible with special tyres.

Turbo is much more entertaining in the dual player modes. It's quite satisfyng to grenade your opponent or send him careering off the road with a carefully placed oil slick.

I would class the sprites as good, the scrolling is average. Nothing is really breath-taking, but there are some nice touches of animation on the player-controlled cars, eg when you rush from a car before it explodes. You get different cars as you progress through the game.

All of the standard sound effects are present: the roar of the engine, the squeal of the brakes, the splat of the pedestrians being flattened, their little shrieks.

Control of the car is easy but simple, making it easy to get into a skid and difficult to get out of one. The action is viewed from above and the screen scrolls jerkily from top to bottom as progress is made.

Turbo is excellent fun in two-player mode. It's one of those games which the more you play, the more you're going to get out of it — like learning how to push your opponent's car in front of a train.

A grower, in true *Kick Off* tradition, Micro Illusion seem to have a winner on their hands with *Turbo*. A gleefully spiteful game and really quite addictive.

Mark Mainwood

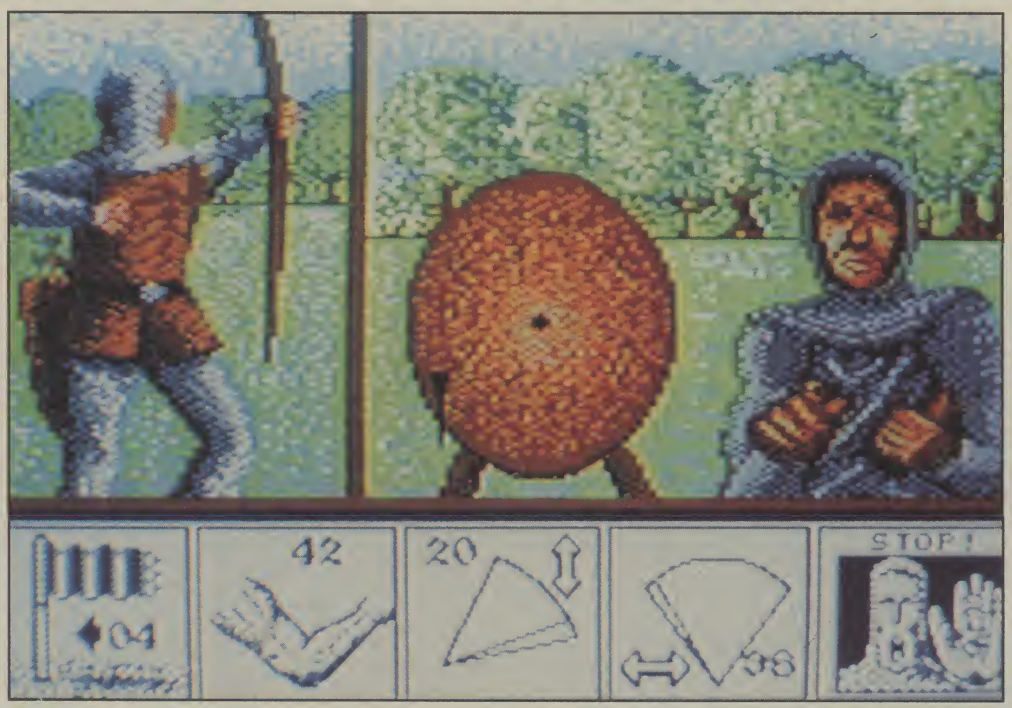
Micro Illusions
Price: £19.95

SOUND	76%
GRAPHICS	71%
PLAYABILITY	80%
LASTABILITY	81%

80%

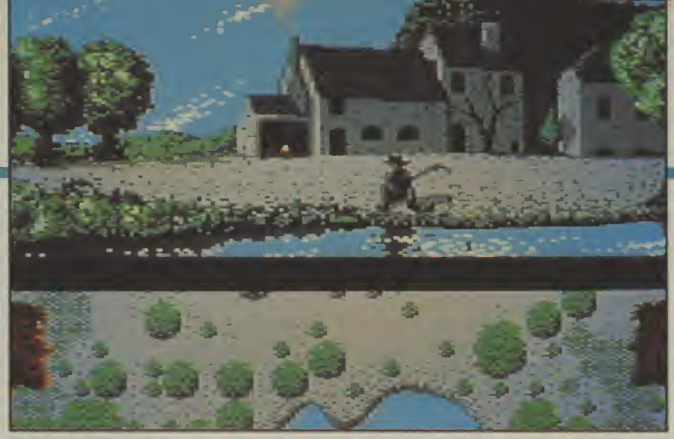
IRON LORD

A beautifully detailed map.



C U SCREEN STAR

Ubisoft



Exquisite backdrops.

A myriad of medievalisms.

Every now and again a game appears which contains so much variety that it takes the software universe completely off guard. *Iron Lord* is such a game. The idea isn't staggeringly original. You are the son of a great lord, and your country has been overtaken by an invading force. Lead the countryfolk to rebellion and win back the state that is rightfully yours.

First of all, however, you have to find a peasant army to lead. Search the towns and villages of the nation, talk to everyone you meet, participate in competitions to build a reputation for yourself and finally lead everybody back to the ruins of your father's castle, from where you can launch the attack. Do all that, and you've finished the first part, which is then followed by a wargame, your odds in which have been decided by how well you did in the first section. Finally, you go on a multi-scrolling arcade adventure, coming to a climatic finish with a fight with the evil Lord.

In the first part you probably have got the most to do. To begin with, you have to choose a place to visit. You are shown a very attractive looking bit of scenery, with lots of little towns and villages dotted about. Click the pointer on one of them and you're treated to a splendidly animated sprite of a horse, racing along the relevant stretch of road. Then, just to make the game that little more interesting, you are shown a painting of the place you're visiting, with yourself on horseback racing toward it.

Once you've arrived, the view changes to an overhead scrolling map, with you represented as a dot. By pressing fire, you are told what you can see around you at that particular location. Stand in a doorway, and you'll enter. Chances are you'll enter right into one of the subgames.

Probably the first will be the archery. You are shown where the target is, how strong the wind is and in which direction it's blowing. You have to use three balances to determine direction, elevation at launch, and strength. You are given four attempts at each target, and the better your aim, the more money you get, and the more money you get, the more you will have to bribe the people into joining your and to buy all manner of weapons with.

Other subgames include the arm wrestle (a real joystick thrasher this one) and dice throwing, in which you and the computer throw die, and the one with the highest number wins.

The final subgame, and one which comes up randomly throughout the game, is one-to-one combat with another knight. It's possibly the games world's first person perspective sword fight. All you can see is the body and head of your opponent through your visor. The idea is to move your sword in such a way as to block your opponents while getting stuck in yourself. This is very difficult. Needless to say, I haven't managed to do it myself.

The graphics for the entire game are nothing short of stunning. All of the backdrops and pictures are exquisitely drawn and coloured, and the animation proves that there's still life in the old dog yet.

The sound is brilliant too. There are loads of really atmospheric musical compositions (it would be unfair to call them tunes) and quite a few well-placed spot FX put the game well up to the Maniacs Of Noise's already high standard.

There's a lot to *Iron Lords*, and far too much to lay down on this page. It's not a game of incredible depth; but, then again, it's surely one which will keep you occupied for weeks on end.

Tony Dillon

SOUND	**85%**
GRAPHICS	**86%**
PLAYABILITY	**83%**
LASTABILITY	**80%**

85%

ALL FIR

RUN THE GAUNTLET

"... apart from technical excellence, it's the sheer range of playable sections that makes Run the Gauntlet one of the best multi-event games..." CRASH.

CREATIVE ACTION.

RAMBO III™

"the graphics are of a high quality throughout... equally impressive is the music... Rambo III delivers fast action entertainment." COMPUTER GAMES WEEK.

TM & 1988 CAROLCO PICTURES INC. ALL RIGHTS RESERVED

DOUBLE DRAGON vs. DRAGONNINJA

"Dragonninja is fun to play ... well implemented and extremely addictive." ACE MAGAZINE

DATA EA

PLAYFUL IN

AND READY

RAMBO III
DRAGONNINJA

SPEC 8.95
AMS 9.95
COMM

ROBOCOP

SPEC/AMS 9.99
COMM

OC

6 Central Street · Manchester · M2 5NS · Telephone: 06

ED UP...

See us at the PC SHOW 27th Sept-1st Oct

THE NEWZEALAND STORY

"Irresistible ... an arcade-perfect conversion" ZZAP SIZZLER – ZZAP 64. "A superb game in every respect. C+VG HIT – C+VG.

TAITO CORP.

RED HEAT

"Furious addictive action- Red Heat is well worth spending some time on." CRASH.

1988 CAROLCO PICTURES INC ALL RIGHTS RESERVED.

ROBOCOP™

"This is definitely the best film tie-in to date, and is an utterly superb game in its own right – don't miss it." C+VG GAME OF THE MONTH – C+VG.

TM & ORION PICTURES COR ALL RIGHTS RESERVED.

NTELLIGENCE

TO LOAD

RUN THE GAUNTLET
THE NEW ZEALAND STORY
RED HEAT

SPEC 8.99
AMS 9.99
COMM

: 061 8 2 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0650

DON'T LET THE AUSSIE BLUES GET TO YOU

POOLSBUSTER64 IS THE ONLY POOLS PROGRAM AT HOME "DOWN UNDER", AS WELL AS IN EUROPE. Every week-end it guides you through the rough terrain of the Aussie leagues to successful predictions over and over, again and again. It's a very successful conversion from the ATARI ST program. Go on, don't hesitate, join the ATARI winners. It works for any game, cup or league, either British or Australian or European. It has a massive database, it's user friendly, it gives you a choice at the final completion of the coupon. Perfect for pools, ideal for fixed odds. Are you superstitious? Do you believe in the power of the stars? If you answer "yes" to any of the above 2 questions then **POOLSBUSTER64** is for you. Its MAGIK PREDICTION function will happily accommodate you. Do you believe in the power of the numbers? If the answer is yes, then **POOLSBUSTER64** has something for you as well. Its "PREDICTION BY ELIMINATION" function will fulfil your exect requirements. And for the rest of us mortals, it will manipulate all the required information and it will give four different forecasts: a normal results forecast, a best homes, a best draws and a best aways forecast. Are you into probabilities, percentages and bar graph representations? **POOLSBUSTER64** will give them to you. In fact it has everything that you need for a successful forecast. It is truly the ultimate and the state-of-the-art pools program. So hurry, order your copy today and win the pools tomorrow.

POOLSBUSTER64 COSTS ONLY £40!

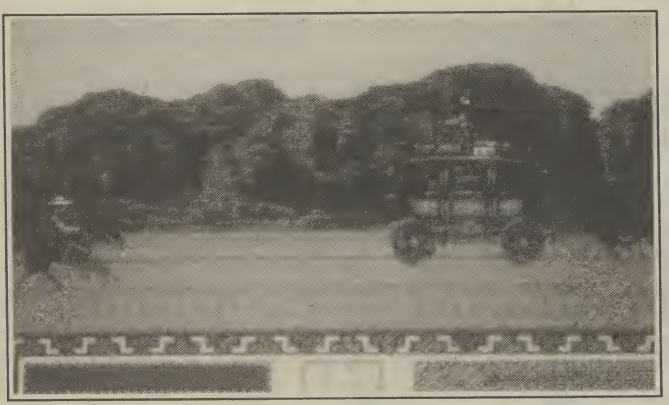
SPECIAL OFFER: THE FIRST 24 ORDERS WILL RECIEVE A HOT GAME FREE. SO HURRY, DON'T MISS YOUR CHANCE TO BECOME A POOLS WINNER. WE ACCEPT ACCESS AND VISA CARDS.

MAKE CHEQUES/POs PAYABLE TO **"APOLONIA SOFTWARE"** AND SEND THEM TO: "APOLONIA SOFTWARE, UNIT 12, PARK HOUSE, 140 BATTERSEA PARK ROAD, LONDON SW11 4NB". PLEASE STATE IF YOU WANT DISK OR TAPE.

24HR: 01-738 8400. FAX: 01-622 1063. ALL OFFERS ARE SUBJECT TO STOCK AVAILABILITY.

APOLONIA SOFTWARE THE COMPANY THAT CARES

BUFFALO BILL'S WILD WEST RODEO GAMES



Yeehaw! It's plain dandy.

Tynesoft
Price: £24.95

This game is more in the tradition of recent circus games like *Fiendish Freddy's Big Top O' Fun* and *Circus Attractions* than cowboy shoot 'em ups like *Wanted*. You kick off with Knife-Throwing. Tie down a defenceless squaw to a rotating target and throw knives at her. You score ONLY by hitting the target and to make it just that bit more iffy ... you score more points the closer the knives land to the bikini-clad injun. Hit her and big patches of blood appear (we do have problems with this one, Tynesoft). Next up is Bronco Riding. This one requires a lot of joystick action and if you can follow the little arrows which appear on the screen for direction fast enough, you might make a cowboy yet.

Next, we mosey on over to the Stagecoach Rescue. First off, you have to get level with the coach which has fallen into Indian hands. Next, get on to the roof and prepare yourself for some John Wayne style fisticuffs.

Calf-steering is a real toughie too. Mount the steer from horseback, grab its horns and force it to lie down. Not only are you racing against a pig-headed piece of meat, you're racing against the clock as well — and the fastest times win highest bonuses. All you've got to do in steer wrestling is to lassoo the beast before it gets to the other side of the ring.

And what about Trick Shooting? For the first stage you shoot a lot of lead at various cardboard cut-outs. Blast the baddies to a pulp and you score a lot of points, hit the good guys 'n' gals and you're out. It's as simple as that. Level two tests your dexterity with a shooter even further — shooting bottles before they hit the ground.

The game's got some nice touches like the Wild West ditties which play for each contest. Plus you get to make like John Wayne, savour some good graphics and listen to things like the Lone Ranger theme.

Where the game really wins over is in it's originality. No doubt dozens of clones will appear, though whether they reach the same level of varying gameplay remains to be seen. And it is the variety of gameplay that makes this game what it is. The small number of events, mixed with the basic simplicity means that it will be short lived, but then again, nothing lasts forever.

An enjoyable romp, and an excellent venture into an untapped field. I'd check it out.

Tony Dillon

GRAPHICS: 85%
SOUND: 81%
PLAYABILITY: 78%
LASTABILITY: 75%

81%

AMIGA SUPERMARKET

EXTERNAL AMIGA DRIVE
★ 3.5" 880K FORMATTED
★ ON/OFF SWITCH
★ THROUGH PORT
★ SLIMLINE STEEL CASE
FOR A500/1000/2000 .£79.99 ☐

MODEMS — *FREE CABLE*
DEMON MODEM + FREE A500 CABLE .....£102.99 ☐
DESIGNER MODEM + FREE A500 CABLE.....£113.85 ☐
PACE LINNET MODEM + FREE A500 CABLE .....£174.99 ☐

MONO & STEREO DIGITISERS
The best sounding (sample rates upto 70KHz), lowest priced (ready built & tested) AMIGA sound digitisers on the market AND compatible with a big range of sampler Software eg AUDIOMASTER I & II, PERFECT SOUND, SONIX, FUTURE SOUND & others. Complete with audio input lead for connection to personal stereos, radios, keyboards etc.
FREE 'SOUND WORKSHOP' DISK
A500/2000 MONO DIGITISER£27.99 ☐
A500/2000 STEREO DIGITISER£37.99 ☐

MINIAMP 2 STEREO SPEAKER SYSTEM
The AMIGA has the best stereo sound around — hear it through our MINIAMP 2 stereo speaker system. Two neat self contained, speakers & built-in stereo amplifier + handy remote volume control. Powered for the AMIGA (mains power pack optional). Complete with all leads — just plug-in & switch on.
MINIAMP 2 FOR A500/2000 . £19.99 ☐
MINIAMP 2 FOR A1000 ..... £19.99 ☐
OPTIONAL MAINS POWER UNIT£5.99 ☐

MIDI INTERFACES — FREE MIDI LEAD
Connect any Midi instrument to your A500 or 2000 with our low cost MIDI INTERFACES. Compatible with all AMIGA MIDI SOFTWARE. Just plugs-in — no extra software, batteries or power supplies needed.
MIDI 1 has IN THRU & OUT sockets. MIDI 2 has IN THRU & OUT sockets + two unique separately switchable out or thru sockets for added versatility with additional Midi instruments & sound expanders.
MIDI 1 + FREE LEAD .....£29.99 ☐
MIDI 2 + FREE LEAD .....£34.99 ☐
EXTRA MIDI LEAD 5m .....£4.99 ☐

TRILOGIC TV & MONITOR LEADS
AL1 — AMIGA TO SCART TV OR MONITORS..£10.99 ☐
mono or stereo, inc Sony, Philips, Toshiba etc.
AL2 — AMIGA TO FERGUSON 7/8PIN DIN ...£10.99 ☐
inc MCO1, MCO5.
AL4 — AMIGA TO HITACHI 7 PIN DIN .....£10.99 ☐
inc Granada with RGB input.
AL6 — AMIGA TO AMSTRAD CPC COLOUR....£9.99 ☐
monitor with 6 pin socket. No audiolead.
AL11 — AMIGA TO MULTISYNC MONITOR .....£9.99 ☐
with 9w 'D' socket. No audio lead.
MANY OTHER TYPES AVAILABLE.
All tv/monitor leads include audio lead except where stated, give all 4096 colours & are approx 1.5m long
LONGER LEADS TO ORDER
£4.99 EXTRA ANY LENGTH ☐

MONITOR SHARERS
Want to use two computers (or 1 computer, 1 VCR) with one Tv or monitor? NO MORE lead swapping if you connect our MONITOR SHARER switch. Your existing leads plug-in to Sharer, & lead from Sharer connects to tv or Monitor. Push button changeover switch can be used at anytime.
FOR SCART TVs & MONITORS.....£15.99 ☐
FOR 1084S MONITOR.....£16.99 ☐

MOUSE JOYSTICK SWITCH — NEW IMPROVED MODEL
A **must** for AMIGAS & STs — no more groping round the back, wearing out the mouse port or risking damage by not powering down before unplugging. With our Mouse/Joystick switch connect both & just push a button anytime to select which ever is needed — even when powered up.
MOUSE JOYSTICK SWITCH ..... £12.99 ☐

PORT SHARER
Our neat PORT SHARER switch has TWO Amiga compatible 25w female 'D' sockets for printers, & audio/video digitisers. Push-button changeover switch. Amiga cable included. *FREE CABLE*
FOR A500/2000 & STs etc .. £20.99 ☐

PROMPT DESPATCH
FREE CATALOGUE
CALLERS WELCOME

MINIAMP 4 STEREO SPEAKER SYSTEM
Offers more power & louder speakers, with mains pack included. Separate 4 watt per channel amplifier, speakers / headphone socket + 4" dia twin cone heavy duty speakers.
ALSO FOR USE WITH ST, ARCHIMEDES, SPECTRUM + & SATELLITE TV RECEIVERS ETC.
FOR A500/1000 /2000 ...£34.99 ☐
PLEASE ENQUIRE FOR OTHER APPLICATIONS.

MINIAMP 5 STEREO SPEAKER SYSTEM
The ultimate 3 way MINI HIFI BOOKSHELF SPEAKERS in solid alloy enclosure. Separate 5 watt per channel amplifier, speakers / headphone socket + Mains power unit & connecting lead.
ALSO FOR USE WITH ST, ARCHIMEDES & SATELLITE TV RECEIVERS ETC.
FOR A500/1000 /2000 ....£69.99 ☐
(SPEAKERS ALONE SOLD ELSEWHERE FOR £59.99)
PLEASE ENQUIRE FOR OTHER APPLICATIONS.

LOW PRICES! RETURN OF POST SERVICE!

PHONE FOR LATEST LOW PRICES ON AMIGAS PRINTERS MONITORS

DUST COVERS — *DON'T LEAVE IT EXPOSED!*
A500 .....£5.49 ☐
A2000 — 2 COVERS .. £9.99 ☐
3.5" EXTERNAL DRIVE£4.99 ☐
CM8833/8852 MONITOR£6.99 ☐
1084/S MONITOR.....£6.99 ☐
CITIZEN 120D .....£5.99 ☐
STAR LC10/LC10 COLOUR£5.99 ☐
Flame retardant antistatic PVC

SAVE £1
BUY A DISK BOX PLUS ANY PACK OF DISKS AND DEDUCT £1

DISK BOXES
3.5" 40/50 DISK BOX £8.49 ☐
3.5" 80 DISK BOX .....£9.99 ☐
3.5" 100 DISK BOX .£11.99 ☐
Lockable, smoked lid, antistatic

SONY DISKS
10 for ...£12.99 ☐
25 for . £28.49 ☐
50 for . £55.99 ☐
100 for £99.99 ☐
3.5" Ds/dd guaranteed plus FREE labels.

HOW TO ORDER
1) To use this ad as an order form — tick the box next to the items you wish to order, add any carriage charges (see below), fill in coupon, send in the whole page with payment or quote Access or Visa number & expiry date. A new copy of the ad + our catalogue will be sent with your order.
2) Or write out your order + name & address on a separate sheet if you wish.

CARRIAGE CHARGES
1) Orders under £15.00 — please add 75p p&p.
2) Orders over £15.00 post free except books
3) Optional express delivery £1.99 per order
4) Export orders despatched daily — add £1.99 extra for surface mail or £3.99 extra for airmail.

ALL PRICES INC VAT

A500 RAM EXPANSION
★ 512K RAM
★ ON/OFF SWITCH
FOR A500.
ONLY £89.99 ☐

SELECTED SUPERB SOFTWARE — DISCOUNT PRICES
PUBLISHERS CHOICE — W/PRO + DTP£89.99 ☐
KINDWORDS 2 — W/PRO + SPELL CHK£48.99 ☐
SUPERBASE PERSONAL — DATABASE£54.95 ☐
SUPERBASE PERSONAL 2 DATABASE £89.95 ☐
VIDEO TITLER .....£99.99 ☐
MOVIESETTER — VIDEO ANIMATOR ..£74.99 ☐
DELUXE VIDEO — VIDEO GRAPHICS £64.99 ☐
DELUXE PHOTOLAB — GRAPHICS.....£59.99 ☐
DELUXE PAINT II.....£47.49 ☐
DELUXE PAINT III .....£74.99 ☐
DELUXE MUSIC — MUSIC + MIDI .....£64.99 ☐
AUDIOMASTER II — STEREO SAMPLER£74.99 ☐
DR Ts MIDI RECORDING STUDIO.....£59.99 ☐
BBC EMULATOR & CABLE .....£54.99 ☐

PRINTER & MODEM LEADS
AMP1 — A500 PARALLEL PRINTER CABLE 1.5m .....£6.99 ☐
AMP2 — A500 PARALLEL PRINTER CABLE 3.0m .....£9.99 ☐
NM1 — A500 — A500 NUL MODEM CABLE 1.5m .....£7.99 ☐
NM2 — A500 — A1000 NUL MODEM CABLE 1.5m .....£7.99 ☐
ML1 — DEMON & DESIGNER A500 MODEM LEAD.....£9.99 ☐
A1000 types also stocked.

USEFUL ODDS & ENDS
REPLACEMENT MOUSE — FOR AMIGA, ST, AND C64.....£29.99 ☐
MOUSE MAT - A4, NON SLIP, RED OR BLUE .....£4.99 ☐
EXTERNAL DRIVE SWITCH FOR DF1 — NO EXPOSED PARTS .....£8.99 ☐
4 JOYSTICK ADAPTOR FOR 4 PLAYER GAMES .....£8.99 ☐
MODULATOR SPLITTER — CONNECT RGB LEAD & MODULATOR.....£8.99 ☐
MODULATOR EXTENSION LEAD APPROX 6" LONG.....£8.99 ☐

OUR TOP 10 AMIGA BOOKS
AMIGA TRICKS & TIPS....£14.95 ☐
AMIGA DOS INSIDE OUT .£18.45 ☐
AMIGA BASIC INSIDE OUT£18.95 ☐
ADVANCED AMIGA BASIC£18.95 ☐
AMIGA DOS MANUAL ....£22.95 ☐
AMIGA DISK DRIVES INSIDE OUT.....£27.95 ☐
AMIGA INTUITION REF MANUAL.....£22.95 ☐
AMIGA ROM KERNAL REF EXEC.....£22.95 ☐
AMIGA ROM KERNAL LIBRARY.....£32.95 ☐
AMIGA MACHINE LANGUAGE.....£14.95 ☐
AMIGA PROGRAMMERS GUIDE (COMPUTE).....£16.95 ☐
AMIGA PROGRAMMERS HANDBOOK VOL1.....£23.95 ☐
AMIGA PROGRAMMERS HANDBOOK VOL2 .....£23.95 ☐
POSTAGE £1.50 PER BOOK

OTHER PERIPHERALS
MINIGEN — GENLOCK FOR A500.....£109.99 ☐
VORTEX 40 MB AUTOBOOT HARD DRIVE .....£499.99 ☐
AMDRIVE 30MB HARD DRIVE .....£399.99 ☐
DIGIVIEW GOLD COLOUR VIDEO DIGITISER..£139.95 ☐
B/W VIDEO CAMERA — HIGH QUALITY BY HITACHI .....£239.99 ☐

NAME .....
ADDRESS .....
..... TEL. NO.....
.....

EXPRESS DELIVERY £1.99 ☐
EXPORT DELIVERY £1.99 ☐ or £3.99 ☐
GOODS TOTAL £ :
CARRIAGE TOTAL £ :
TOTAL ENCLOSED £ :

BARCLAYCARD VISA
CARD No.
EXPIRY DATE
SIGNED
Address given above must be cardholders address.
Access

AMIGA SUPERMARKET

TRILOGIC
Unit 1 Dept CU
253 New Works Road
Bradford BD12 0QP
Fax 0274 600150

FAST MAIL ORDER
PROMPT DESPATCH.
TELEPHONE ORDERS:
0274 691115
5 LINES

ENQUIRIES
0274 · 678062

Time for tea and chit chat.

SHUFFLEPUCK CAFE

Take on your opponent.

What are the ingredients for a good night down the boozer? A decent drink, certainly, but what else? Good company, interesting surroundings, a good jukebox? What about an unusual pub game?

There's very little that's ordinary abut anything to do with Shufflepuck Cafe. The clients of this watering hole are as rum a bunch as you're likely to meet. There's Skip, the polite schoolboy swat, Lexan, the drunken alien, and Nerqul, the spectre who's head rests on his stomach, to name but a few. The place is full of weirdos, and you're there to swap a few yarns and play a game or two of shufflepuck.

And shufflepuck is a little bit like that end-of-pier air hockey game in which you whack the puck over a bed of compressed air, although this game being its futuristic counterpart, you get the chance to alter the weight and the size of your paddle and the amount of spin which it gives. But don't be lulled into thinking that a bigger, weighter paddle is all you need. Your computer opponent will anticipate your attempt to 'cheat' and try to outmaneouvre your stunt.

If you're only in for a quick smack around the table, then you can choose any opponent you wish, or even just have a spot of training with the totally programmable training droid. However, if it's a full challenge you're after, then enter the tournament and try and take the title of Best Shufflepuck player from none other than Biff Raunch.

Things start simple enough. Skip is slow, and not the most aggressive of players. However, the action soon hots up as players respond faster to your shots, and the returns get faster and at obscure angles. It takes a quick eye and a sturdy mouse to keep the puck flying.

Even with all the opponents, and all the different playing styles, the game does start to pall after a few goes. The small amount of gameplay is very limiting, and hitting a puck back and forth over and over again does get very dull. Occasionally, you'll come across a character who does something different, like the witchy young lady who uses magic to make the puck float acorss the table and shoot off at a weird angle.

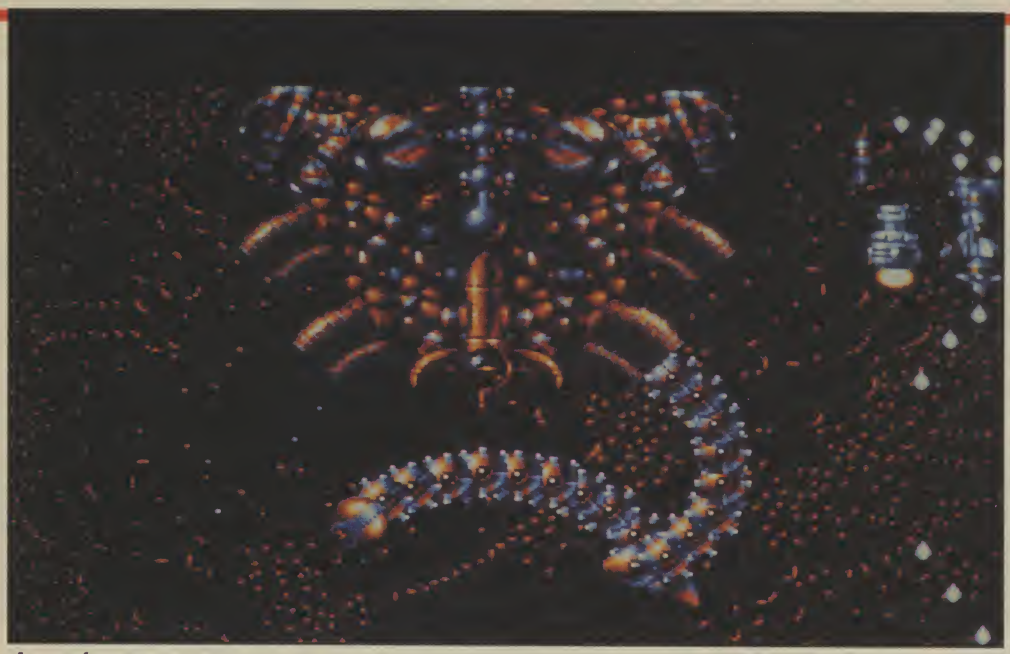
The graphics are pretty limited too. The main game area remains the same throughout the game, the only thing that changes is the graphics of the person you play. For the most part, these are represented by still graphics that move occasionally whenever a point is scored. The responses, such as the spectre revealing his head and emitting a howl when he gives a point away are humourous to start with, but simply become annoying after a while.

It's fun to play, and it can be quite addictive, but only for a short while. A game which would have benefited from a two-player option. Once again, more variety please.

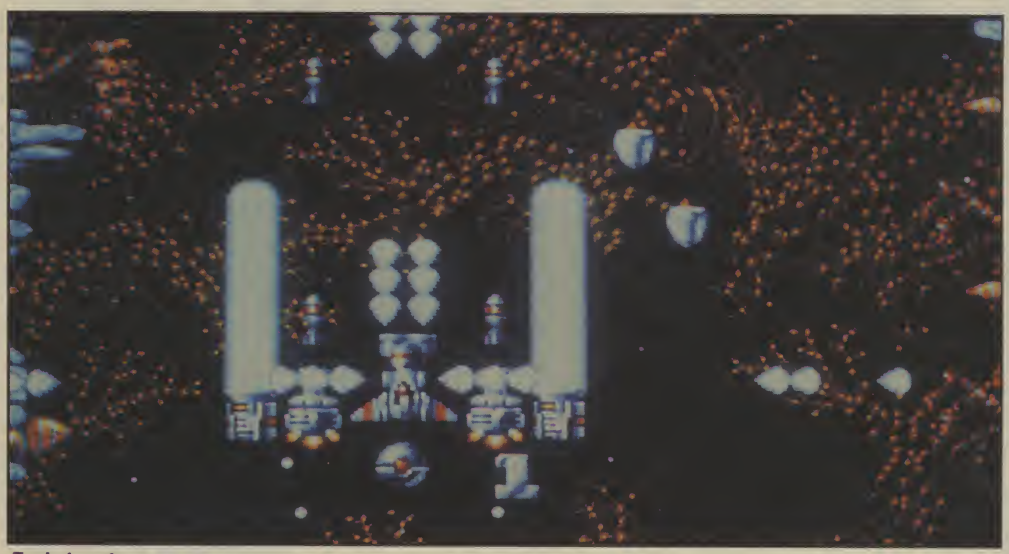
Tony Dillon

Domark/ Broderbund
Price: £19.99

SOUND	**76%**
GRAPHICS	**73%**
PLAYABILITY	**77%**
LASTABILITY	**72%**



A can of worms.



Tooled up for a brief megablast.

C U SCREEN STAR

Imageworks
Price: £24.99

XEN

If anybody approaches rock celebrity status in the software world, it has to be the Bitmaps. It's something they've managed to achieve effectively in the space of three games. *Speedball* is their most famous, but *Xenon II* revives their first, a shoot 'em up which turned heads for its excellent sonics and graphics when it was released over eighteen months ago.

Xenon II pursues the relentless quest for an arcade quality shoot 'em up for the Amiga, and it's probably the closest yet. Like its predecessor it's a vertically scrolling blast, with an array of nasties and a ship which, when you've bolted every available addition onto it, is awesomely destructive.

The element which strikes your senses first though is its sound. The promised mix of Tim Simenon's 'Megablast' is every bit as potent as the original cut, and, married to the sound effects, makes this a game to play with the sound jacked right up.

You won't find much that's new in *Xenon II*. The elements that have gone into it are tried and tested. It's the execution that saves it. Progress through each of the five levels is hampered by the presence of a bewildering mass of enemy characters ranging from metallic droids, symbiotic spheres and prehistoric crustaceans. Weird ammonities and trilobites zoom in and out of the screen and attempt to ram the ship and occasionally the screen is dense with activity. To its credit you can still see what's going on though.

At the end of each level there's a large guardian waiting. Each needs to be approached and finished off in a specific way, but unlike some of the ones which dwelled in the original they can at least be tackled and overcome. Inspiration

for some definitely comes from *R-Type* with huge winding snake-like protectors which slide in and out of the guardian's tubes.

Every so often you'll be able to drop into a shop and buy and sell some weaponry. You can sell off items you've picked up on the way and use the cash to add to the credits you pick up as you destroy attack waves. There's at least twenty objects, side shots, power-ups, auto-fire electroball and nicest of all the 'dive' add-on, which allows you to flip underneath the parallax scrolling for ten seconds.

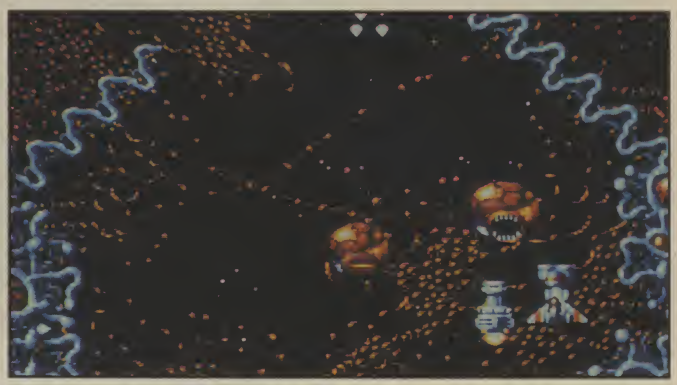
Graphically *Xenon II* is superb. The central sprite is clear, well-defined and large, as are the rest of the characters in the game. The guardians are huge and imaginitive, but it's the backgrounds and the colour which really make this game brilliant to watch. This is definitely arcade quality.

There are faults to be found with *Xenon II*. The necessity to have so much going on at one time means the game is slow. The scroll rate is just not fast enough and it can induce an element of tedium into the game. Also despite its impressive graphics and sound the challenge somehow just isn't strong enough. Lack of variation might be the cause.

Despite these problems, there's little point denying that this isn't impressive stuff — it's what you bought an Amiga for. This is going to be a huge hit, and there's more.

Mike Pattenden

Eye see sea snails.



The bite's worse than their bark.

A spot of shopping in the weapons hypermarket.

NON II

SOUND	90%
GRAPHICS	91%
PLAYABILITY	86%
LASTABILITY	85%

88%

XENON TECHNOLOGY

71, Wadham Road, North End, Portsmouth, Hampshire, PO2 9ED

0705 670878

** AMIGA **
** C64 **
** PC **

TOP 32		AMIGA	C64	PC
1-	XENON II-MEGABLAST. (Image Works)	£ 16.89	NOT AVAILABLE	£ 16.89
2-	RAINBOW ISLAND ..... (Firebird)	£ 16.89	£ 6.89	NOT ENOUGH COLOUR!
3-	BLOODWYCH ..... (Image Works)	£ 16.89	£ 6.19	£ 16.89
4-	GEMINI WING..... (Virgin Games)	£ 13.79	£ 6.89	NOT ENOUGH GRAPHICS!
5-	LIFE & DEATH..... (Mindscape)	£ 18.79	GOT A PAPER BAG?	£ 16.89
6-	STUNT CAR..... (Micro Status)	£ 13.89	£ 9.89	£ 16.89
7-	SHINOBI..... (Virgin)	£ 13.79	WELL IT'S NOT MY FAULT	£ 16.89
8-	A.P.B. ..... (Tengen)	£ 13.79	£ 6.89	£ 16.89
9-	XENOPHOBE ..... (Micro Style)	£ 16.89	£ 6.89	£ 16.89
10-	ROBOCOP ..... (Ocean)	£ 16.89	£ 6.89	£ 13.79
11-	BEACH VOLLEY..... (Ocean)	£ 16.89	£ 6.89	NOT ENOUGH BEACH BALLS!
12-	LAST NINJA 2..... (System 3)	£ 16.89	£ 6.89	£ 16.89
13-	MR. HELI ..... (Firebird)	£ 16.89	£ 6.89	WELL DON'T LOOK AT ME
14-	F-16 COMBAT PILOT..... (Digital Int.)	£ 16.89	PROBABLY NOT!	£ 16.89
15-	VIGILANTE..... (US Gold)	£ 13.79	£ 6.89	£ 13.79
16-	DYNAMITE DUX ..... (Activision)	£ 16.89	NOT ENOUGH DUX!	£ 6.89
17-	PAPERBOY..... (Elite)	£ 13.79	SQUARE WHEELS!	WHY WORRY?
18-	RICK DANGEROUS ..... (Firebird)	£ 16.89	£ 6.89	£ 16.89
19-	POPULOUS-PROMISED LANDS.. (E/A)	£ 6.89	WE AGREED, NO PROMISES	POP-U-MORE (HA HA HA)
20-	KNIGHTFORCE..... (Titus)	£ 16.89	SORRY GIRLS AND BOYS	£ 16.89
21-	HONDA RVF750 ..... (Micro Style)	£ 16.89	PULL THE OTHER ONE!	PUSHBIKE WITH TURBO!
22-	RED LIGHTNING..... (US Gold)	£ 18.79	NOT ENOUGH RED!	£ 18.79
23-	RAINBOW WARRIOR.... (Micro Status)	£ 16.89	£ 6.89	NUCLEAR VERSION 2.
24-	INDIANA JONES / LC ..... (Lucasfilm)	£ 13.79	£ 6.89	£ 13.79
25-	THE NEW ZEALAND STORY .... (Ocean)	£ 16.89	£ 6.89	NEIGHBOURS IN STOCK!!
26-	BARBARIAN II..... (Palace)	£ 16.89	£ 6.89	£ 16.89
27-	FALCON MISSION DISK 1 . (Mirrorsoft)	£ 13.79	MAYBE NEXT TIME!	SILENCE PLEASE
28-	FIRST STRIKE..... (Elite)	NOT ENOUGH MEMORY!	£ 6.89	NO GOOD AT BOWLING!
29-	ZORK ZERO ..... (Infocom)	£ 16.89	NOT WORTH IT!	£ 16.89
30-	SHADOW OF THE BEAST... (Psygnosis)	£ 23.89	YOU CANNOT BE SERIOUS!	SIG WHO?
31-	VIRUS KILLER ..... (Practical)	£ 6.89	I'D LIKE TO SEE YOU TRY!	NO VIOLENCE
32-	TARGHAN ..... (Gainstar)	£ 16.89	WHAT ?	£ 16.89

Software is also available for the Atari ST, Amstrad and Spectrum.
Price lists sent on request.

Compact Discs can now be ordered.
Full list sent on request.

ACCESS & VISA
now taken.

Commodore A501 Amiga 512k expansion & clock,
OFFER PRICE **£114.99** OFFER PRICE

Please send your order to:
Xenon Technology,
Dept PCS989,
71 Wadham Road,
North End,
Portsmouth,
Hampshire, England.
PO2 9ED.

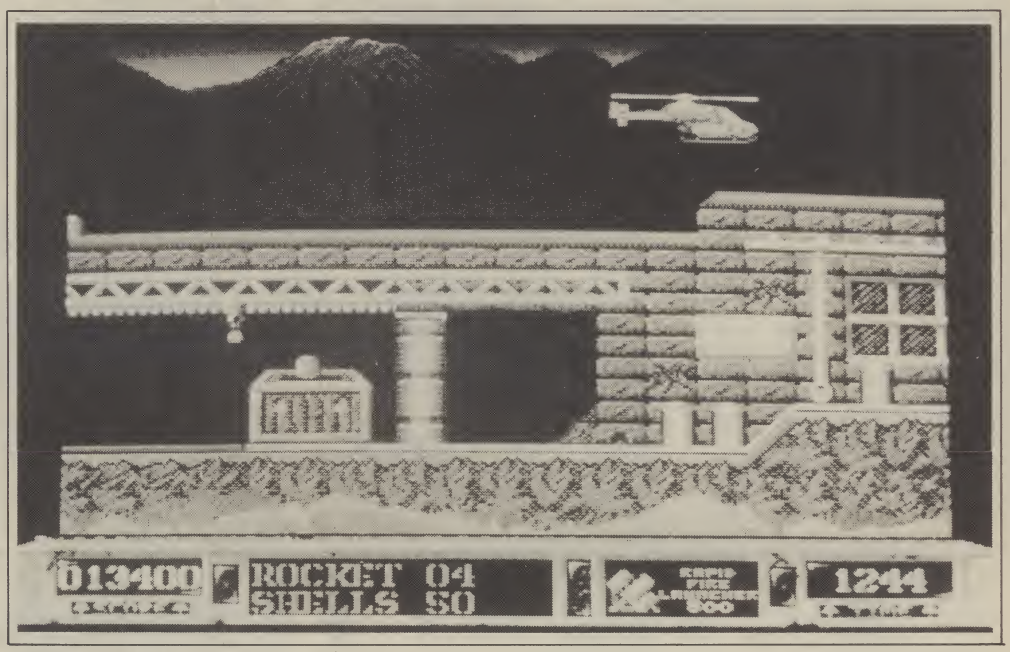
CREDIT FACILITIES
Terms: 100% down and nothing more to pay!!

All orders are sent by FIRST CLASS post within 24 hours (subject to availability).
New titles are sent are sent day of release.
All prices shown are inclusive of VAT, postage & packing (add £1.35 per item overseas).
All items are fully guaranteed and if you experience any problems a replacement will be issued sent with no questions asked.
This is the small(ish) print, so read it carefully!

Please make Cheques or Postal Orders payable to XENON TECHNOLOGY.

Proprietor: Steve Lowe

BATTLE VALLEY



Whirly wigs away.

On first impressions, *Battle Valley* looks an awful lot like that CU fave shoot-'em-up *Silkworm*; on closer inspection, however, the game itself is nothing of the sort. For a start, there's no two player mode, you choose between 'copter and tank. The game then directs you to embark on your mission to destroy one of the two missile bases which apparently lie at the end of the craggy, *Scramble*-style backdrop.

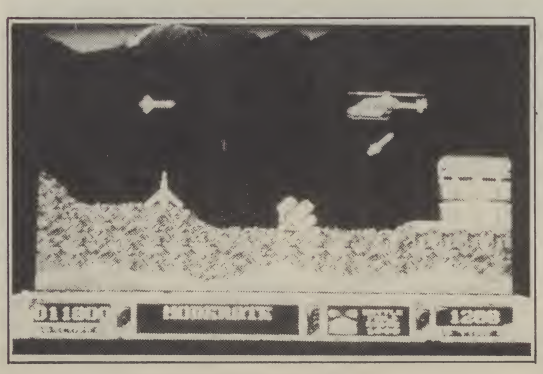
There are a number of broken bridges that the tank can't traverse unless the 'copter collects a pontoon and drops it into place. So, off we go in the bulky square to reek havok upon the enemy. Unfortunately, this is not a nippy flying machine by anyone's standards — in fact, it's more of an armour plated autogyro.

Almost inevitably you find yourself blasted out of the sky, but that seems to be part of the gameplan in *Battle Valley*. If you don't get blown up, you don't get to use the tank, which is essential for removing some of the trickier obstacles. As the armoured vehicle lumbers from its garage like an F-Reg Skoda on a February morning, one thing becomes immediately transparent — if you are any good at this game at all, you will have destroyed a large number of obstacles and be left with a drive over a desolate, empty and very, very boring landscape. You can remedy this in part by hitting the F1 key, but keyboard commands can be very tricky when it comes to slowing down in time when the enemy do decide to appear.

Battle Valley is a strange sort of collaborative game. Two steps forward with the 'copter, then one step with the tank. What develops is a mild pace campaign with only a small amount of skill involved. Don't buy this expecting the usual visual blitzkrieg of a Hewson shoot-'em-up. The game does have a few definite virtues, however, a different — if not entirely successful — gameplay which is nice to see and keeps the interest up for a reasonable amount of time. Fine graphics and a detailed scoring system. The refuelling stations along the way are a nice touch too, with the 'copter having to lower its winch to pick up supplies and ammo.

Overall, I can't help feeling that the grey installations and the slow speed of play make it a dour game to look at. An impression only compounded by the end screen — a mushroom cloud. All a bit depressing really. After an hour or two of *Battle Valley*, with it's phallo-centric armageddon overload, a game like *New Zealand Story* comes as a very welcome relief indeed.

Mark Heley



Deja vue, perhaps.

Battle Valley
Hewson
Price: £19.99

SOUND	67%
GRAPHICS	54%
PLAYABILITY	53%
LASTABILITY	49%

54%

DEPT C.U.1
CASTLE SOFTWARE
2 WILLIAM CLOWES STREET
BURSLEM
STOKE-ON-TRENT ST6 3AP
TEL: 0782 575043

CASTLE SOFTWARE — OFTEN IMITATED — NEVER BEATEN — PHONE US FOR SPECIAL OFFERS

C64 SPECIAL OFFERS

New Zealand Story	7.50
Dominator	7.50
Bloodwych	7.50
Vigilantie	7.50
Ace 2088	1.99
Action Force	1.99
After Burner	4.99
Bangkok Nights	2.99
19 boot camp	1.99
Microprose Soccer	9.95
Flying shark	1.99
Football director	3.95
Rick Dangerous	7.50
Gauntlet 2	2.99
R Type	4.99
Real Ghostbusters	6.99
Hell fire attack	1.99
Defender of the Crown	3.99
Denaris	6.99
Combat crazy	2.99
Mask 2	2.99
Spitfire 40	2.99
Speed ball	7.50
War in Middle Earth	7.50
Wec le Mans	7.50
Super hangon	1.99
Super Wonder Boy	7.50
A.P.B.	7.50
Dynamite Dux	7.50
Fiendish Freddy	7.50

C64 SPECIAL OFFERS

Black Lamp	1.00
Chain Reaction	1.00
Captain America	1.00
Psycho Soldier	1.00
Scate Rock	1.00
Shoot out	1.00
Sentinel	1.00
Lazer tag	1.00
Magnatron	1.00
Frightmare	1.00
Dan Dare	1.00
Dogfight 2187	1.00
Eagles	1.00
Hunchback 2	1.00
Hysteria	1.00
Franking Stien	1.00
Corporation	1.00
Centurians	1.00
Terremex	1.00
Tectris	1.00
Super sprint	1.00
Shang high	1.00
Vixen	1.00
Top fuel and challenge	1.00
Side walk	1.00
Trantor	1.00
Sigma 7	1.00
Rampage	1.00
Dimond	1.00
Soldier of Light	2.99

C64 SPECIAL OFFERS

Night Raider	2.99
1942	2.99
Marias Xmas Box	2.99
Marauder	2.99
Blood Brothers	2.99
Fernandez Must Die	2.99
Skate Crazy	2.99
Summer Olympiad	2.99
Rolling Thunder	2.99
Road Wars	2.99
Treasure Hunt	2.99
Cybernoid	2.99
4x4 Off Road Racing	4.99
Ninja Massacre	2.99
Pac Land	3.99
Pac Mania	3.99
Karnov	1.99
Killed until Dead	1.99
Knight games 2	1.22
Nightmare	1.99
Firefly	1.99
Bismark	3.95
Krypton Factor	3.95
Dan Dare II	1.99
Dandy	.50
Comet Game	.50
Basket Master	1.99
Motor Massacre	2.99
Crazy Cars	2.99
4 Soccer Simulators	4.99

C64 SPECIAL OFFERS

Predator	2.99
Armagedon Man	1.99
Annals of Rome	6.99
Battle for Midway	2.99
Biggles	1.00
Bedlam	1.99
Indiana Jones	1.99
Dragon Ninja	6.99
Enduro Racer	1.99
Empire Strikes Back	3.99
Emlyn Hughes Soccer	7.50
Kenny Dalgleish Soccer	7.50
Roy of the Rovers	2.99
Storm Lord	7.50
Sorceror Lord	6.99
Time Scanner	5.99
Time + Magik	3.99
Xybots	7.50
Winter Games	1.00
Slaine	1.00

STAR GLIDER
RRP £14.95
WHILE STOCKS LAST ONLY
£2.50

Donald Duck's Playground	4.99
Last Ninja II	8.99
Super Cycle	1.99
Up And Down	1.99
Chase HQ	7.50

C64 SPECIAL OFFERS
BACK IN STOCK

CHART BUSTERS
Ghostbusters, FA Cup Football, Agent x 2, Kane, LA Swat, Ninja Master, Rasputin, Olli and Lisa, Ricochet, Zolx, Way of the Exploding Fist, Dan Dare, Formular 1 Sim, Brian Jacks Superstar Chall, Tall Ceti, I Ball, Ball Patroll, Thrust, Harvey Headbanger, War Cars

SPECIAL PRICE 4.99 FOR ALL 20 GAMES!

GRAND PRIX SELECTION
CHAMPIONSHIP SPRINT, SUPER SPRINT, SUPER HANG ON
RRP £29.95
SPECIAL REDUCED PRICE £4.99

"WE'RE AT IT AGAIN!"

Please state 64 or Amiga in all orders.

All orders under £6 please add 50p towards p&p. All orders over £6 p&p is free.

NOW'S THE TIME TO BUY

AMIGA SPECIAL OFFERS

Running Man	9.99
Three Stoges	9.99
Portal	6.99
Out Run	7.50
Pioneer Plague	4.99
Afterburner	9.99
Real Ghostbusters	12.99
Leisuresuit Larry	12.99
Space guest II	12.99
Shoot Em Up Con Kit	19.95
Power Struggle	6.95
Mini Golf	6.99
Maniax	3.99
World Class L'Board	7.50
Zynaps	4.99
Virus Killer	6.99
Vixen	4.99
Roger Rabbit	7.99
Bermuna Project	5.95
GFL Football	4.99
Galactic Invasion	5.95
Indoor Sports	4.99
Workbench 1.3	11.99

GRANDPRIX CIRCUIT
NOW ONLY
£16.95

AMIGA SPECIAL OFFERS

Silent Service	17.95
Red Heat	15.95
Alien Legion	15.95
Star Wars	9.99
Peter Beardsley's Sccr	7.99
Star Goose	7.95
Robbery	4.99
Backlash	6.95
Hell Fire Attack	2.99
Time Scanner	11.99
Maries Xmas Box	4.99
Wicked	10.99
GFL Golf	4.99
Thexder	2.99
Space Guest	11.99
Leather Goddesses	6.99
Strike force harrier	5.99
Foundations Waste	5.95
Romantic Encounters	6.95
Bismark	9.99
Faerytale Adventure	8.95
Firepower	6.99
Craps academy	5.95
City Defence	4.95
Fortress Underground	4.95
Sherlock	4.95
Tracers	5.95
Nord and Bert	6.99
Alien Syndrome	7.50
Soldier of Light	7.50

AMIGA SPECIAL OFFERS

Vindicators	9.99
Shanghai	4.95
Technocop	6.99
Artura	5.99
GFL Basketball	6.95
Ebonstar	2.99
IK+	10.99
Shooting Star	3.95
R-Type	10.99
Slaygon	4.95
Dominator	12.95
Better Dead than Alien	5.95
Cogans Run	4.95
Plundered hearts	4.99
Dega Vu	11.99
Action Service	3.99
Tridon	4.95
Annals of Rome	9.95
Hollywood Hi Jinks	6.99
Soccer Supremo	6.95
Solitare Royale	6.95
GB Air Rally	4.99
King of Chercargo	8.99
Time Bandit	5.95
Academy	6.95
Lombard Rally	14.95
New Zealand Story	16.95
Falcon Mission Disc	13.95
Pac-Mania	7.99
Vulcan	15.95

AMIGA SPECIAL OFFERS

Pac-land	7.99
Teenage Queen	9.95
TV Sports Football	19.95
Lord of the Msing Sun	20.95
Marble madness	7.50
World Tour Golf	7.50
Bards Tale	7.50
Bards Tale 2	16.95
Forgotten Worlds	14.95
Phantom Fighter	6.95
Gun Ship	15.95
Rick Dangerous	15.95
Micropro's Soccer	15.95
Kick Off	13.95
Robocop	16.95
Bloodwych	15.95
Legend	13.95
Honder R.V.F.	15.95
Passing Shot	16.95
Dominator	9.95
F16 Combat Pilot	15.95
Barbarian II	15.95
Conflict Europe	16.95

STORY SO FAR VOL III
Thundercats, Live and Let Die, Bombjack, Space Harrier
ALL 4 GAMES
£16.95

TRIAD
STARGLIDER, BARBARIAN DEFENDER OF THE CROWN
RRP £29.95
SALE PRICE
£11.99

PHOTO PAINT
No Box!
Just Disc & Sealed instructions
RRP £79.95
SALE PRICE
£19.95

BACK IN STOCK FANTAVISION ONLY £26.95

ACTION FIGHTER

Apparently, this is one of SEGA's slightly larger successes. If so, how come I've never heard of it? Anyway, that's not what I'm here for. What I am here for is to tell you just how mega brilliant *AF* really is.

The obvious comparison I have to make is just how similar to *Spy Hunter* the game really is. You have to drive along a top-to-bottom scrolling roadway at high speed, shooting other vehicles off the road and climbing aboard the occasional truck to gain extra weapons, such as a missile which you can use to shoot down the helicopters that pass overhead and bomb you. Sound familiar?

Of course, that's not the whole story. You actually start out as a motorbike, racing hell-for-leather across the tarmac with your only thoughts being on one of your four missions, and staying alive long enough to finish them.

A blast by bike . . .

. . . or by car.

As you drive along, you have to enhance your vehicle. This is done in two ways. Firstly, you climb aboard the weapons vans that appear at random intervals and give you, in order of appearance, double shots, a missile for shooting helicopters, rear fire and temporary invulnerability.

As you race along the road, capsules float down at you, each with a letter embossed upon them. There are six to collect, lettered from A to F. collect A, B, C and D and you are granted the ability to transform into a car which, although not as fast or manoeuvrable as a bike, is much more durable and isn't so easy to destroy. Collect all six, and at the end of the roadway you'll transform into a jet car and take to the skies, where you will fly to the subject of your mission and destroy it.

The scrolling is incredibly fast, much too fast in many cases, as is the joystick response. This sudden amazing playability takes a little bit of getting used to, but once it does, *AF* is a very fun game to play. At last we have a 16 bit version of *Spy Hunter.*

I never saw the coin op, so I can't really make any comparisons to graphics or sound. However, the sprites and backdrops are a little on the simple side, probably because the game is, once again, an ST port. Sound is simple spot FX, there isn't anything really mindblowing about it.

A fun game, and one well worth getting hold of if you just want something fast and destructive.

Tony Dillon

Microprose
Price: £24.99

SOUND	78%
GRAPHICS	80%
PLAYABILITY	87%
LASTABILITY	84%

82%

THALAMUS

THE HITS

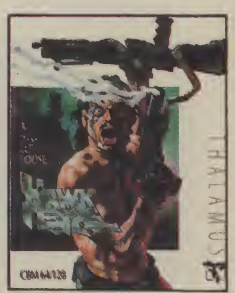
1986 – 1988

SANXION

DELTA

QUE-DEX

HUNTER'S MOON



HAWKEYE

ARMALYTE

Six smash hits bringing you the very best from Thalamus' first two years. These games are so hot they've received more awards than we can mention here: Sizzlers, Gold Medals, Screen Stars, Super Stars, Hits, ACE Rated . . . It's the ultimate collection this year!

CBM 64/128 CASSETTE £12.99 DISKETTE £17.99

Mail Order: Send cheque or postal order to: THALAMUS, 1 SATURN HOUSE, CALLEVA PARK, ALDERMASTON, BERKS RG7 4QW ☎0734 817261

No Peking, but there's fire and mooses ahead.

DYNAMITE DUX

This former arcade rarity, could have you fooled. These ducks may be cute but daffy they most definitely are not. The ducks in question here are the imaginatively named Bin and Pin, a pair who seemingly owe more in terms of genetic make up to Woody Woodpecker than to dear old uncle Donald, each sporting a quiff as fine as that of any 50's Teddyboy.

Kapow, biff, yuk, yuk!

Making up the two halves of this most elite flying squad, these are ducks with a mission, to find the kidnapped Lucy and to lick the enemy all in the course of a half dozen levels of action. Enemy, what enemy I here you ask. Enough to make anyone quack, Bin and Pin find themselves faced with such awe inspiring foe as bouncing sausage dogs, gangs of field mice, pogoing alligators, moles in hard hats, jet propelled cows making the most of all that methane, and pigs on trolleys. Yes, that's right, pigs on trolleys and they're heading straight for you! It's enough to bring a duck down but, unless you're unlucky, certainly not out because this feathered friend packs a decidedly unfriendly punch and as soon as the enemy gets within striking distance it's THWACK right on the jaw before they can lay a paw on the energy bars without which the Dynamite Dux are as dead as dodos. It's a shame that the game only has one combat move but the assortment of weapons available to collect goes a long way towards making up for this. Forget the shotgun, these guys have a flame thrower tucked under their wings!

In so far as coin op accuracy goes, *Dux* is spot on. The graphics are nothing short of identical, with brightly coloured sprites and backdrops giving the game a real coin-op feel. Even the way different weapons behave is done as cutely as possible. Now, how on earth can you make a lethal flamethrower seem cute you might ask? With great difficulty, but Activision have still managed to do it, and do it well.

The sound is perfect too. Arcade voices complement the arcade soundtrack and the spot FX are exact duplicates. So what went wrong? The gameplay.

Dynamite Dux is just a very badly designed game. You move far too slowly for an action game, and the fact that you can only make one fighting move is extraordinarily limiting. Also, it's impossible to accurately pinpoint where the aliens actually are, due to the lack of any shadow. Even the end of level guardians aren't much good, simply because you are too slow to avoid them, and most of them expand to fill the entire screen. Unfairly difficult.

There you have it. It's a game which sports great graphics and sound and it's an accurate conversion. It's simply that the original arcade game wasn't too hot to start with.

Tony Dillon

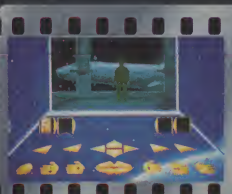
Dynamite Dux
Activision
Price: £24.99

SOUND	86%
GRAPHICS	83%
PLAYABILITY	65%
LASTABILITY	75%

71%

SPACE, MAGIC and MYSTERY. The epic journey through . . .

EMPIRE



TIME is a visual feast, with over 100 locations and scores of animated characters. A large orbiting space station to explore, time machines to discover and journeys to make into the past. Brave the battlefields of the Crimea, escape the lions of the Circus Maximus and locate the Amulet of Merlin.

TIME is the journey of a lifetime!

Only possible for AMIGA and ATARI ST £29.99
Over 3 disks on ST and 2 disks on Amiga

EMPIRE SOFTWARE · 4 THE STANNETTS · LAINDON NORTH TRADE CENTRE
BASILDON · ESSEX · SS15 6DJ · PHONE (0268) 541126

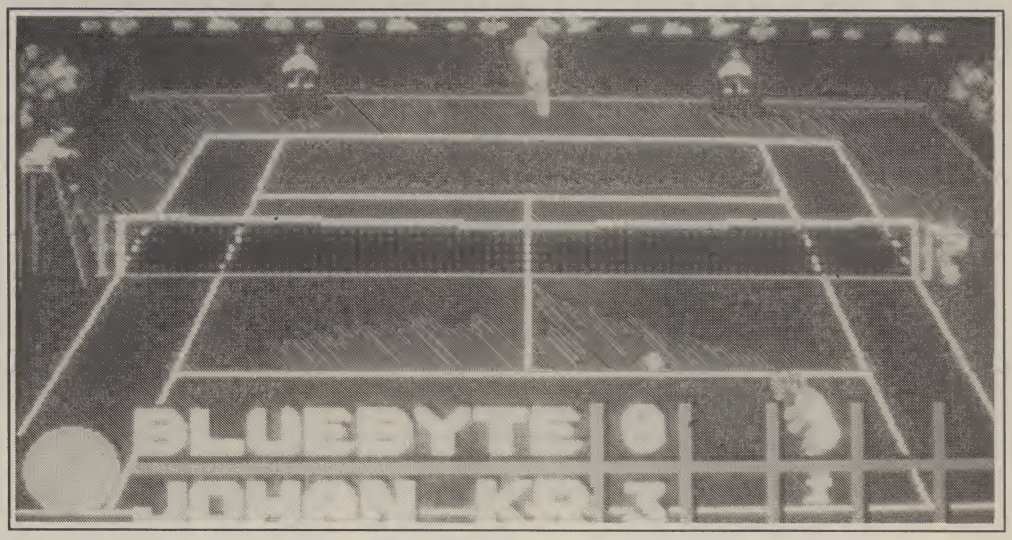
PRO TENNIS TOUR

I don't quite know what's happening this month that has sparked off this series of tennis game (two this month, including *Passing Shot*) but I do know that Wimbledon finished ages ago. A bit behind the times these programmer types.

Pro Tennis Tour takes the real rock and roll lifestyle of tennis, and sticks you slap bang in the middle of it. You are given a world ranking, and the idea is to improve your ranking by taking part in all the major tennis tournaments of the world against computer simulations of real players such as Ivan Lendl and Bert Becker (or is it Bob?). Obviously, the higher the player ranks, the better they are, and there are no priority restrictions on who you get to play, which is probably how I was unlucky enough to play Ivan Lendl (seeded No.1) in my first match.

Before you play each tournament, you are greeted with a lovely picture of a famous landmark from the host country (England has Tower Bridge, USA has the Statue Of Liberty etc). Then you are pitted in the first of the three sets you have to win to move onto the next round of the tournament.

The match itself is viewed from your end of the court, just like the service sequence from *Passing Shot*, only in this game the view stays that way. Service is a matter of tapping the fire button to lob the ball and moving a crosshair to decide in which direction you want the ball to go. After that, the only real control you have over hitting the ball is just pressing fire. Your player has swing fore or backhand depending on which side of the ball he's on. You can tell where your opponent is going to return the ball by a little cross that appears on the spot where you have to stand if you want to hit the ball back. This, you might think, makes the game a lot easier. You're right.



New balls, please.

The only real problem is that you can't move and swing at the same time. The bat takes an annoyingly long time to swing, which means that to stand a chance of returning the ball, you have to be on the spot a long time before the ball gets there — you've just got enough time in most situations. It makes the game annoying if your timing is out, and the fact is that a lot of the time your bat goes through the ball and it bounces between your legs. The ball, not the bat.

Graphics and sound are great. The animation of the character's is smooth and believable, and the spot FX are very clearly sampled. It's just a shame that the game they back up doesn't quite match. Almost but not quite. However it's still great fun, and well worth checking out. I don't know whether I'd rather play this or sleep with Gady Sabatini!

Tony Dillon

Ubisoft
Price: £24.95

SOUND	81%
GRAPHICS	82%
PLAYABILITY	79%
LASTABILITY	75%

80%

APB

C64

SCREEN SCENE

AMIGA

'The Amiga version will be as close to arcade perfect as possible', claim Domark, and let's hope they're right. From what we've seen from the ST version, *APB*'s 16-bit Commodore incarnation should be a whole lot better than what is offered here. At the time of going to press, the Amiga game was having improved samples sound added, the sprites were being redone using blitter and full-screen scrolling was being implemented.

Oh the smell of the chase! The whine of the woo-woos! The scream of the pedestrians who stupidly stray into the path of your oncoming vehicle! *APB* had to be the first arcade game to accurately portray the US cop, driving like a lunatic and arresting as many innocent civilians as possible to get promotion quickly.

As a police officer you have certain duties to fulfil during your day's beat, and as you go along, you get more and more responsibility dumped upon your shoulders. On your first day, all you have to do is 'arrest' two traffic cones. On your second day you get to arrest litterbugs, and so the load increases. Also you are asked to help out when certain special criminals need arresting. You're the only cop on the streets during that particular shift.

Rather than the favoured eight way control, *APB* has 'rotate and push', which allows much more freedom of movement, but also takes a bit of getting used to. To arrest somebody, you have to place a token over them and hold down the fire button to flash the siren. The token appears in front of your car, and the faster you travel, the further in front of your car the token appears.

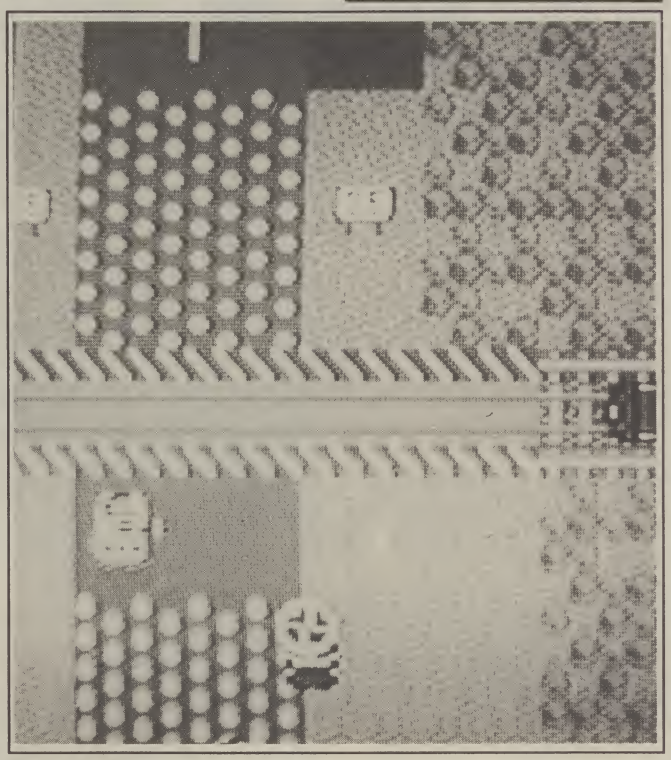
As you progress through the game, you can increase the capabilities of your cars by visiting such illegal locations as speed shops and armouries to buy physical enhancements such as better handling and higher speed capacity, as well as buying weapons to be used on some of the special cirminals later on.

Graphically it ain't bad. The city is large and quite well detailed, with lots of different locations to drive to, like the level crossing where it's all too easy to drive in front of an oncoming train. The game scrolls well in all directions and all sprites are clearly defined. Sound is good too, with a nice intro tune and in game FX, though it's a shame they had to lose the sound of your boss talking to you after each beat.

The real problem is the playability. The car is easy enough to move around, but the response time is slow and the collision detection is terrible. It's all too easy to try and overtake a vehicle and still end up hitting it, even though you gave it an incredibly wide berth. A vehicle can often turn onto you and there's no way of shaking it, meaning that it takes all your lives and loses you the game in a really frustrating way.

A nice game idea poorly executed. A bit more of mom's love and care next time, perhaps?

Tony Dillon



Book 'em Dannol

Tengen
Price:
£9.99 cass
£14.99 disk

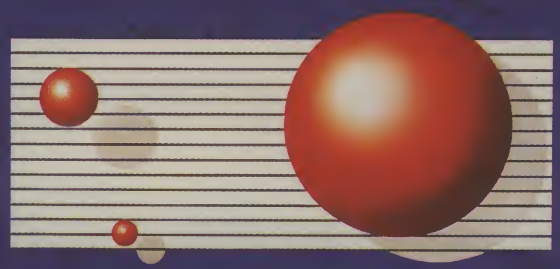
SOUND	80%
GRAPHICS	79%
PLAYABILITY	61%
LASTABILITY	60%

64%

MIRI

HISTORY IN THE MAKING

Release Date: 25th October



SYSTEM 3

Special Show Offers from Dynamics

See us on stand 3451 at the PC Show

Competition PRO 5000

Top selling joystick with arcade quality and reliability, incorporating these amazing features:-

- Super sensitive microswitches – for precision control.
- Dual fire buttons for left or right hand control.
- Firm non-slip base pads.
- Robust steel shaft and rubber return for smooth movement.

Go with the Pro!

Special PC Show Price

£10.00

RRP £14.95

Over 1 Million Sold!

Competition PRO 5000 CLEAR

If you want a joystick that's different but has all the amazing features of the Competition Pro in black – then this is the one for you – it has style and pace.

Special PC Show Price

£11.00

RRP £15.95

Competition PRO EXTRA

The ultimate in the Competition Pro series incorporating – ADDITIONAL FEATURES

- Rapid Fire capability
- Unique slow motion action

Score like a Pro!

Special PC Show Price

£12.00

RRP £16.49

You can save an additional £1 on these special offers at the PC Show. Cut out the voucher below and take it to our stand where we will take £1 off the special show price

Additional £1.00 off the PC Show Price

- Only one voucher per purchase
- This voucher is valid against the Competition Pro 5000, in black and clear, Competition Pro Extra and the Competition Pro PC and A/D Games card.
- This voucher is not redeemable against cash or other substitutes.
- Valid only from 30th Sept to 1st Oct, 1989

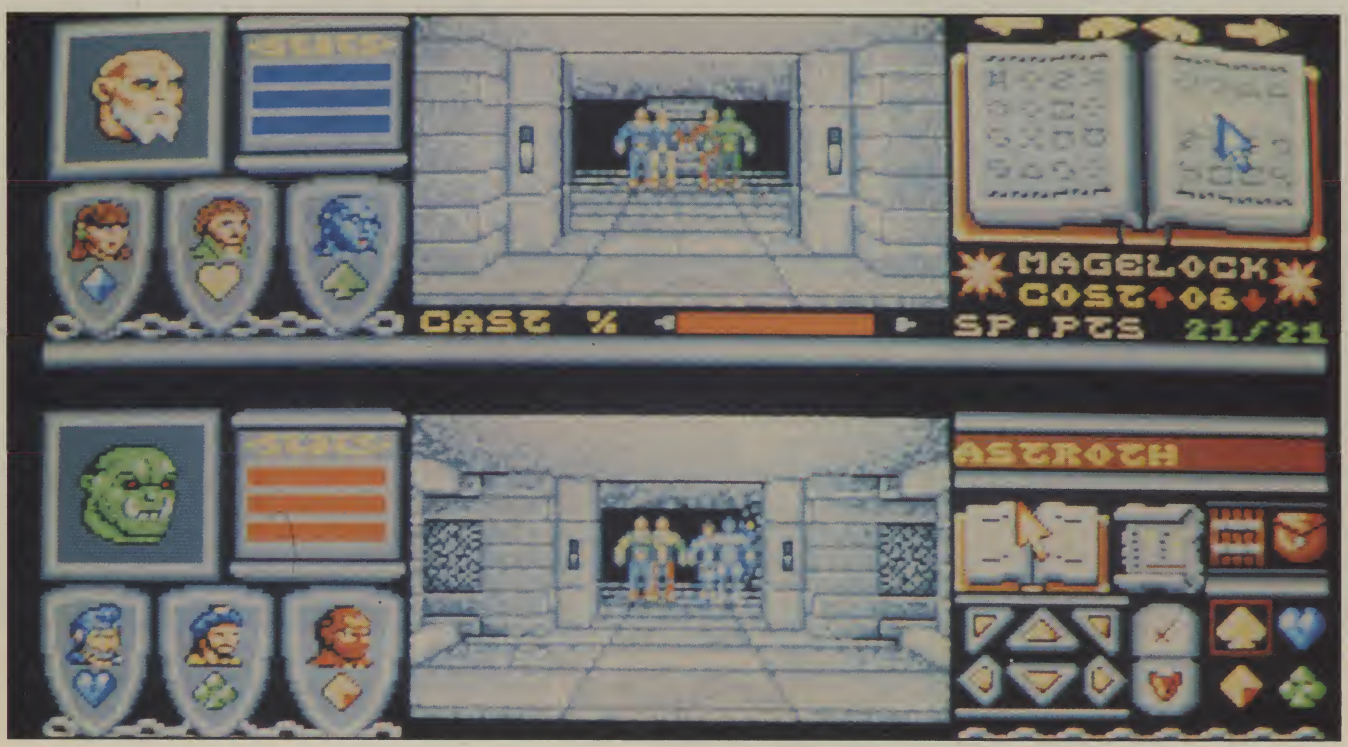
£1 OFF C.U.

DYNAMICS marketing Ltd

A British Leader in Joystick manufacturing

COIN HOUSE NEW COIN STREET ROYTON OLDHAM OL2 6JZ ENGLAND
TELEPHONE: 061 626 7222 TELEX: 669705 COING

BLOODW



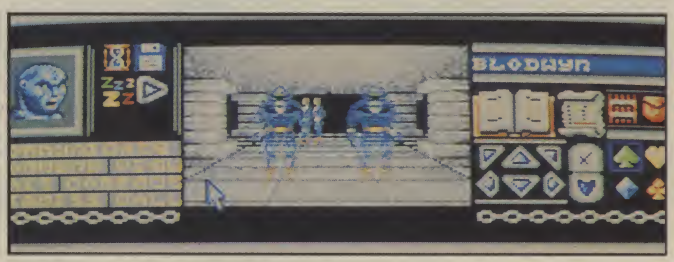
Here come your new neighbours

This is exactly what the games world has been crying out for, and is what A500 owners have been desperate to get their hands on for a long time. In short, a glimpse at the screenshots will tell you this, *Bloodwych* is a one or SIMULTANEOUS two-player Amiga version of *Dungeon Master*.

The Bloodwych are — or were — some of the most powerful beings in the universe. A group of immortal mages, they were all-powerful guardians until the world was taken over by a twisted entity called Zendick, who didn't hold with the Bloodwych's philanthropy. After spending many years studying the dark arts, he turned upon the Bloodwych and destroyed them. Using magical crystals, he summonsed the Lord of Chaos, whom he foolishly believed would allow him to recreate the world in the way he wanted.

Many years of great mourning have passed. Zendick has been in power for far too long. The immortal Bloodwych decides that the time has come to call Zendick to task. You, a Bloodwych, and three recruits, must travel through the concrete mazes of McGrane, battle the bad guys, solve all the puzzles and steal the crystals from Zendick.

The game looks like *DM* and plays like it, too. Controls consist of a pointer and lots of little icons. At the right hand side of the



Here comes the big, blue beast.

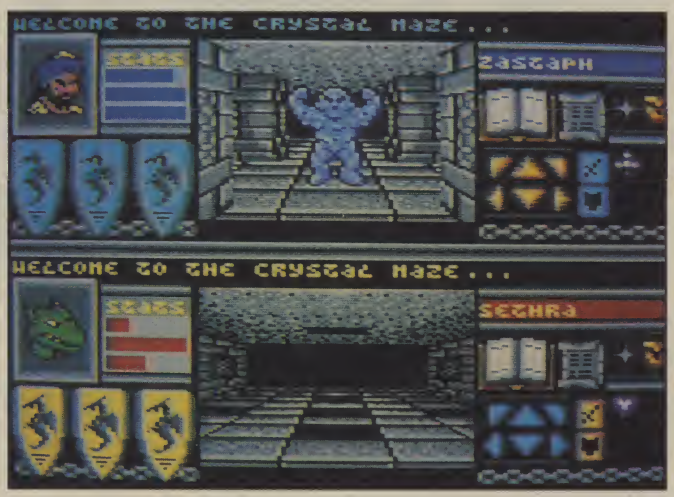
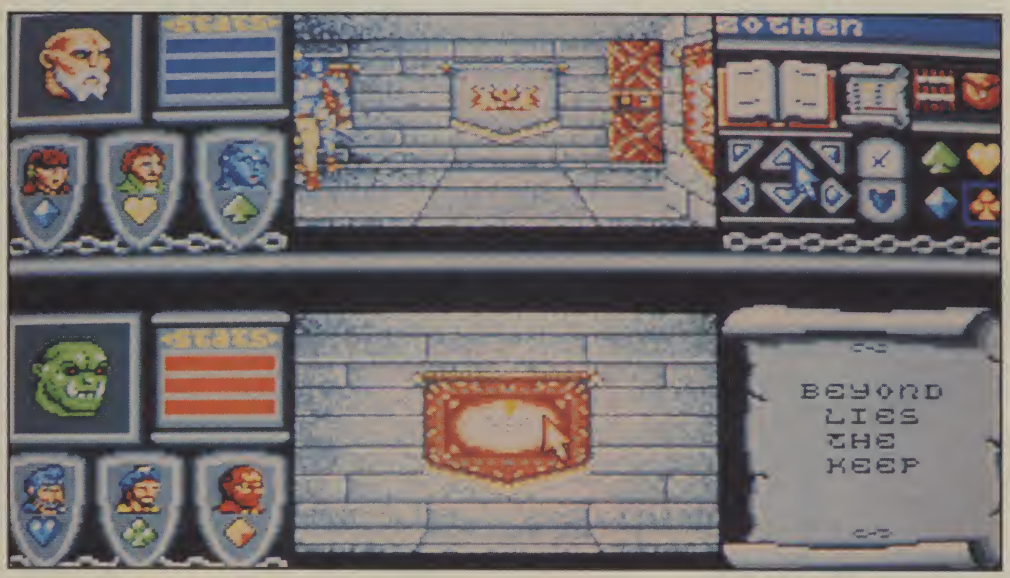


Image Works
Price: £19.95

VYCH

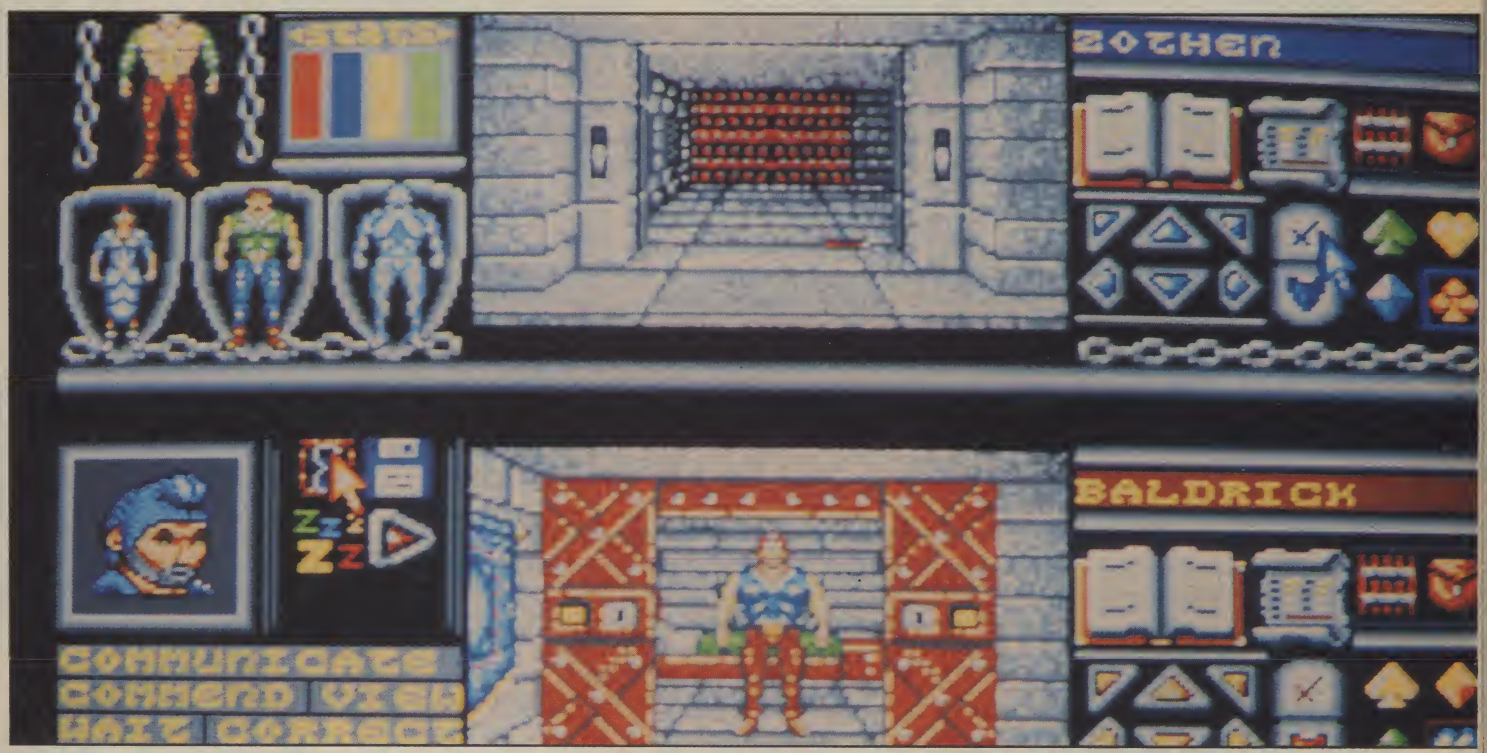


Enter at your peril.

from *DM* is its logical element. Every puzzle can be solved if thought out logically, which makes it much more fun than a trial and errory jobby.

A deep and involving one-player game. A deep, involving and highly competitive two-player game. A thumbs up deserved if ever there was.

Tony Dillen



Open . . . Astaroth.

screen are all the controls for casting spells, opening doors and manipulating inventories. On the left hand side are pictorial representations of your party, plus a record of any battle damage that may have been incurred.

Bloodwych seems to be far more varied than *DM* ever was. The further you get into the game, the more depth you realise it has. One thing that has been salvaged

GRAPHICS	**86%**
SOUND	**78%**
PLAYABILITY	**87%**
LASTABILITY	**89%**

86%

LASER SQUAD

C.U. Screen Star

C+VG HIT!

YOUR SINCLAIR MEGAGAME

BUY THE BEST

BLADE

"Laser Squad is one of the best games to appear."

Commodore user

"It's one or two player tactical warfare situation . . with great graphics, sound, playability and hookability to boot. One player it's great, two players it's unbeatable."

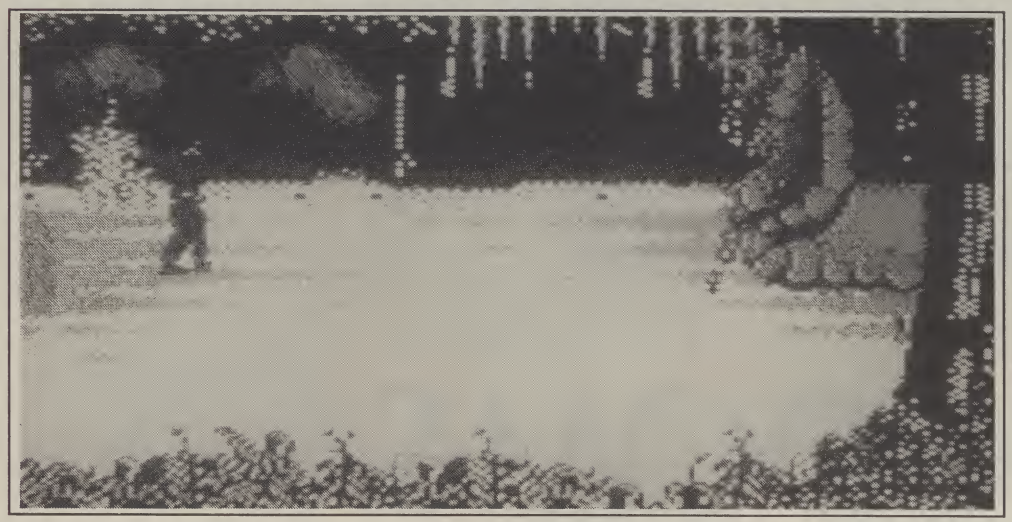
C+VG

BLADE SOFTWARE LIMITED

BROOKLANDS NEW ROAD, ST. IVES, CAMBRIDGESHIRE PE17 4BG. TELEPHONE 0480 496497

Available: Amiga £19.95, Atari ST £19.95, P.C. £24.95, Archimedes £24.95, C64 cass. £9.95, C64 disk £19.95, Amstrad CPC cass. £9.95, Amstrad disk £19.95, Spectrum cass. £9.95, Spectrum disk £19.95 and MSX £9.95.

TUSKER



Enter in and take your chance.

Here comes System 3's *Tusker*— a game which is all about elephants. More specifically, it's about getting yourself to the Elephant's Graveyard, where lies a whole stash of ivory worth mucho moolah.

What do you look like? Well, a bit rough actually, you're stubbly and hunched. Anyway, for the C64, *Tusker* comes in three-part multiload form and kicks off in the desert where you half expect someone to pop up with a Turkish Delight — but they don't. Instead, you get crazed Bedouins with swords and zombie-like tribesmen, anxious to chop you up for lunch. Luckily, you're a mean mutha but each time you're hit, you lose valuable points and a lot of blood. Because you're a colonial whitey, you also get to shoot lots of foreign-looking sprites.

As things hot up the weapons pile up. You're an ace explorer, so it comes as no surprise to learn that you can carry a whole lorry-load of weapons on yer tod. You've got the whole works — machete, pistol, sling, dagger — and can select one by highlighting a weapons box at the top of the screen. En route to the Elephant's Graveyard you'll need to pick up hip flasks and various magic charms to see you through to stages two and three.

Further into the game, there are a whole stack of horrors to confront you like the evil monsters of the marsh who suddenly leap out, do their damndest to send you into the next world and jut as quickly disappear; pogoing skulls and, a nice touch this, exotic idols which blub tears which could seriously damage your health. After this, its mainly lots of prehistoric monsters on the rampage or giant meat-eating plants.

I'd fit the graphics for *Tusker* way into the adequate category. The sprites are pretty but pretty average shaped, maybe even a little on the small size, and it's because of the size that they're so blocky. The backdrops are pretty enough, but they do get a bit repetitive.

A suitably jungley soundtrack plays throughout, with lots of bongo drums and Tarzan soundtrack noises, you know the sort of thing you get playing all the way through "Carry On In The Jungle Oh No Matron". Spot FX here and there are added.

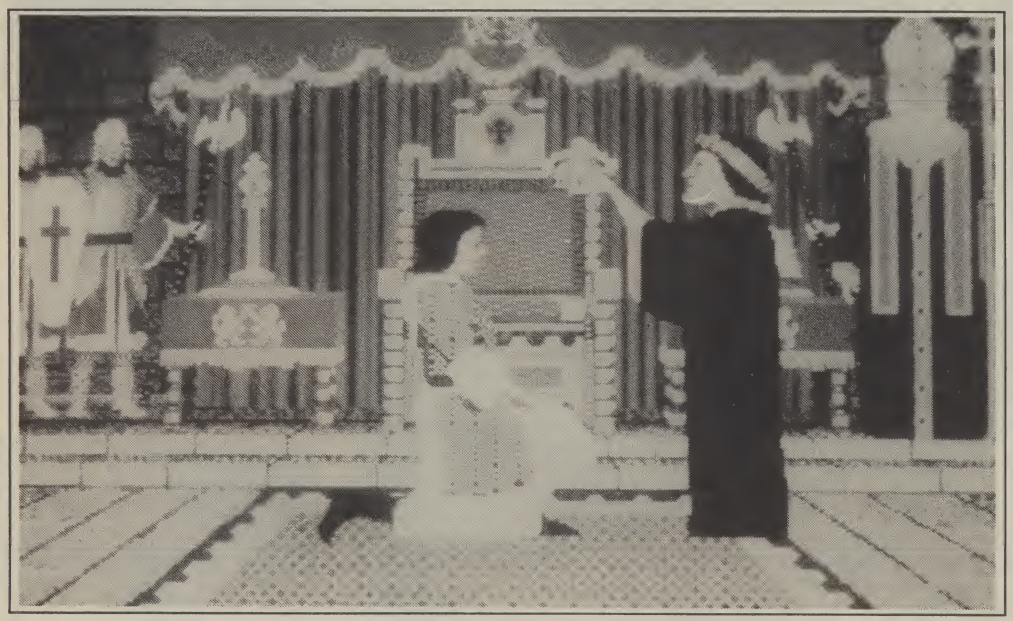
An enjoyable enough romp, but nothing really outstanding. Worth buying, but not worth queueing for.

Tony Dillon

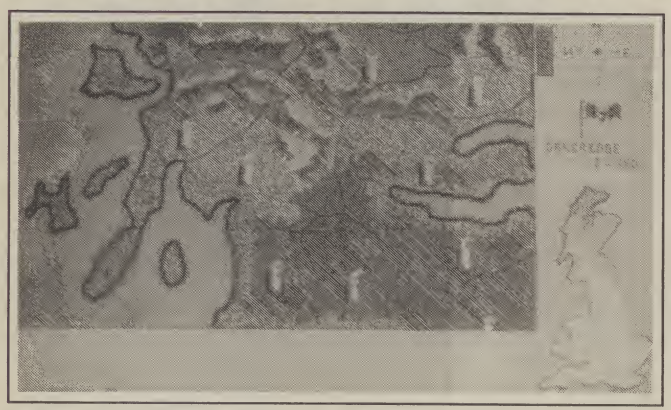
System 3
Price:
£9.99 cass
£14.99 disk

SOUND	81%
GRAPHICS	73%
PLAYABILITY	74%
LASTABILITY	67%

77%



KINGDOMS OF ENGLAND



Whoever so conquers this land.

Gainstar
Price: £24.95

Back in days of yore, when knight were bold and the ozone layer was a good deal healthier than it is now, Cinemaware released *Defender Of The Crown*. Cast your minds back to 1985 and you'll remember it as a nifty amalgam of strong graphics, ear-pleasin' sounds and eye-pleasin' action. Now Gainstar prepare to do battle in the medieval games market with *Kingdoms Of England* — complete with multi-player option and an allegedly complex gameplay — or is it? Unfortunately *Kingdoms of England* lacks most of the gloss that helped make *DOTC* such a roaring success. Gone are the giltzy interlude pictures, glamorous women and valiant sword fights. All in living breathing technicolour.

Kingdoms Of England sends you time-travelling back to 1421 and a time when England is divided into 63 conquerable provinces. Each area has a Tax value showing how much revenue the owner can collect and a Terrain value detailing how easy or hard the area is to traverse with an army. In addition, you are also told who owns the land you wish to conquer and how big an army he has. Blimey! That's not all. F'rinstance, prior to battle, you can travel to the local town and recruit more men, at a price, split your forces allowing you to attack on as many fronts as you choose and even build your own castle.

When you finally get down to business and are about to let fly with bows and arrows, *Kingdoms Of England* features a Quick Battle Mode which numerically decides the outcome of battle allowing you the options of surrendering or retreating. You also have some say in what the catapults are directed at. For fully-fledged battle you may move your troops and fire your catapults as you wish . . . if you don't the computer will sort something out for you. And that's about it. Conquer a set percentage of Britain without getting flattened. Every six months there's the intermediate archery tournament between the local barons which helps break the monotony.

The main conquest side of *Kingdoms* is nothing more than a small scale wargame, being rather adept in that field *(modest, eh? Ed)* I was finally proclaimed as King on my third go. Who says persistence doesn't pay off?

Graphically, *Kingdoms Of England* is a definite thumbs-aloft situation with carefully sketched colour maps, some very convincing castles and the archery competition will please the most jaded eyes. But it would have been nice to have more of game and less attention to the few frilly edges.

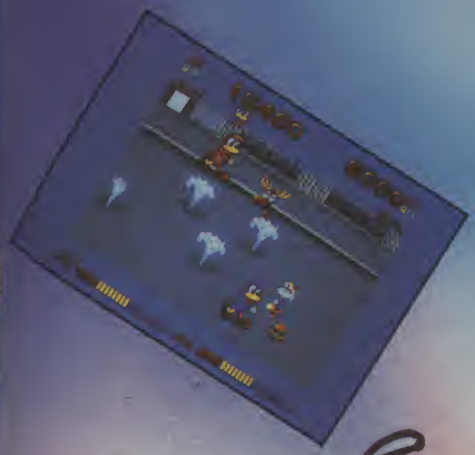
All in all, a right royal effort. All together now, three cheers for the King!

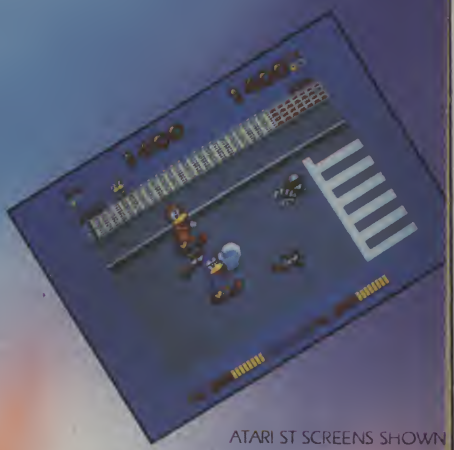
Mark Patterson

SOUND: 78%
GRAPHICS: 85%
LASTABILITY: 59%
PLAYABILITY: 65%

61%

DYNAMITE DUX





When little Lucy is stolen by the terrible Achacha her two friends BIN and PIN really do get angry! They are determined to get her back. You can help either BIN or PIN take on many different types of baddie. Be warned .... these baddies are especially evil and very cunning. Like Sumo Pigs, Snappy Dogs, Boxing Crocs, Packs of Rats, Rollerskating Cats and more!

But both BIN and PIN have simply ***incredible*** punches! When they land a punch ***KERPOW!*** no one stands up. With water spouts, volcanoes and walls of fire to stop you, what do you think will happen when you get your hands on Achacha?

Just remember, Lucy needs you!

ATARI ST SCREENS SHOWN

ACTIVISION

SEGA®

DYNAMITE DUX™ and SEGA® are trademarks of SEGA ENTERPRISES LTD. This game has been manufactured under licence from Sega Enterprises Ltd, Japan.
© SEGA 1988, 1989. Marketed and Distributed by Activision (UK) Ltd.

Mail Order: Postronix Ltd, Nene Enterprise Centre, Freehold Street, Northampton, NN2 6EW. Tel. 0604 791771 (Quote reference ACT 1) Consumer Enquiries/Technical Support. 0734 310003

Shadowed by a mysterious Zeppelin

SHADOW OF

For something this low on hype, *Beast* has an above-average price. But with this big a package, it's not surprising they had to bump up the price a little. The box itself is a lot larger than usual, exactly twice the size of a usual Psyclapse box. In one side of the box you get the game and all the blurb, plus a poster of some ORIGINAL ROGER DEAN artwork. In the other side of the box you get an extra large full colour *Beast* T-Shirt, with yet another SPECIALLY COMMISIONED PIECE OF ROGER DEAN ARTWORK!!! I don't know about you, but, arguably, two whole original pieces of Roger Dean artwork for only £35 is pretty good going. But what about the game?

Everything about *Beast* is as lavish as it possibly could be. The plot isn't a plot, it's a novel. You were stolen from your parents by the evil lords, who then proceeded to make sacrifices of your entire village. Then, by using strange potions, they transformed you

Here come the spikey heads.

Psygnosis
Price: £34.99

Time to kick ass.

F THE BEAST

from a normal human to a strange, disfigured creature, with incredibly enhanced speed and strength. They also wiped your mind, so that you wouldn't remember your parents. Or so they thought . . .

Slowly, you have remembered. And now you're out for a spot of revenge. This is where you, the player, take over. Race through over 350 scrolling screens of pure beat-'em-up action.

The graphics are lavish in every sense of the word. One thing that has been stressed time and time again is that the game was designed as an Amiga game, and so pushes the capabilities of the Amiga far more than a straightforward port would. For a start there are over 127 colours on screen at once, and on the outside scenes there are no less than 13 layers of perfect parallax, in both the ground and the sky. The sprites are large and gorgeously defined, but it's the backdrops and the incidental stills which steal the show. At last we have an Amiga product that's approaching what the Amiga is really capable of.

The sound is truly brilliant. Easily the best thing David Whitaker has ever written, over 900k of the stuff, and all of it sampled directly from a KORG M1 keyboard.

The only thing this game isn't amazingly lavish on is the gameplay. There just isn't enough variety. You can only move in four directions (use of ladders included) and the only move you can make is a punch left or a punch right. Now, being as this is a beat-em-up, this is a bit of a pity.

Shadow of the Beast has superb sound and graphics — perhaps the best ever on a game. What it is limited on, though, is gameplay. Nevertheless, a fantastic game. *Shadow of the Beast* may not be a name that will be on the lips of our tongues in five years time, but for the moment it sure seems stunning.

Mark Patterson

SOUND	**92%**
GRAPHICS	**94%**
PLAYABILITY	**78%**
LASTABILITY	**72%**

84%

BDL

POWER CARTRIDGE

FOR YOUR COMMODORE 64/128

EXTENDED BASIC
DISK TURBO
TAPE TURBO
MACHINE CODE MONITOR
PRINTER INTERFACE
RESET AND FREEZE
TAPE AND DISK BACKUP
TAPE TO DISK CONVERSION
42 PAGE MANUAL

ONLY £14.99 INCL VAT

Tried & tested over 100,000 sold in Europe

Trade and Export enquiries welcome

You will wonder how you ever managed without it

✳ BASIC TOOLKIT

27 extra commands, AUTO, AUDIO, COLOUR, DEEK, DELETE, DOKE, DUMP, FIND, HARDCAT, HARDCOPY, HEX$, INFO, KEY, PAUSE, PLIST, ILOAD, RENUMBER, REPEAT, SAFE, TRACE, UNNEW, QUIT, MONITOR, BLOAD
RENUMBER: *Also modifies all the GOTO's GOSUB's etc. Allows part of a programme to be renumbered or displaced.*
PSET: *Set up of printer type.*
HARDCAT: *Prints out Directory.*

✳ DISK & TAPE TURBO

Loads & Saves tape 10 times faster and disc six times.

✳ POWER MONITOR

Leaves all of your Commodore memory available for programming. Also works in BASIC-ROM, KERNAL and I/O areas.
A Assemble; C Compare; D Disassemble; F Fill; G Go; H Hunt; I Interpret; J Jump; L Load; M Memory; P Print; R Register; S Save; T Transfer; V Verify; W Walk; X Exit; $ Directory DOS Commands

✳ PRINTER INTERFACE

Compatible with Serial/Centronics Printers.
The HARD COPY function automatically distinguishes between HIRES and LORES. Multi-colour graphics are converted into grades of grey. The PSET functions allow you to decide on Large/Small and Normal/Inverse printing.

✳ RESET & FREEZE

Press Reset button and SPECIAL MENU appears on screen **CONTINU** — *Allows you to return to your program.* **BASIC** — *Return to BASIC* **RESET** — *Normal RESET.* **TOTAL BACKUP DISK** — *Saves the contents of the memory onto a Disk. The programme can be reloaded later with BLOAD followed by CONTINUE.* **RESET ALL** — *RESET any of programme.* **TOTAL BACKUP TAPE** — *As BACKUP DISK but to TAPE.* HARD COPY — *At any moment, prints out a Hardcopy of the screen. Using CONTINUE afterwards you can return to the program.* **MONITOR** — *Takes you into the Machine language Monitor.*

Tel: 091 4901975 and 4901919 Fax: 091 4901918
To order: Access/Visa welcome — Cheques or P/O payable to BDL (Dept. EH)
Price: £14.99 incl. VAT
UK orders add £1.20 Post/pack total — £16.19 incl VAT
Europe orders add £1.50. Overseas add £2.50
Available from all good computer retailers
Satisfaction guaranteed. Return within 10 days if not fully satisfied.

Bitcon Devices Ltd does not authorise or purport to authorise the making by any means or for any purpose whatsoever of copies or adaptations of copyright works or other protected material, and users of the Power Cartridge must obtain the necessary prior consent for the making of such copies or adaptions from all copyright and other right owners concerned. See UK Copyright, Designs and Patent Act 1988.

BDL
88 Bewick Road
Gateshead
Tyne and Wear
NE8 1RS, England
Bitcon Devices Ltd.

SOFTWARE CITY

CALL US ON:
0785 41899
0922 24821
0902 25304
ACCESS
VISA

CALL US ON:
0785 41899
0922 24821
0902 25304
ACCESS
VISA

We welcome customers at
SOFTWARE CITY
1 GOODALL STREET
WALSALL
Tel. 0922 24821

SOFTWARE CITY
59 FOREGATE STREET
STAFFORD
Tel. 0785 41899

SOFTWARE CITY
3 LICHFIELD PASSAGE
WOLVERHAMPTON
Tel. 0902 25304

CBM 64 SELLERS	Cass	Disc
ACTION FIGHTER	6.99	9.99
A.P.S.	6.99	9.99
ALTERED BEAST	6.99	9.99
BALLISTIX	6.99	8.99
BATMAN THE MOVIE	6.99	9.99
BEACH VOLLEY	6.99	9.99
BLACK MAGIC	6.99	9.99
BLOODWYCH	6.50	8.99
BOMBER	6.99	9.99
CABAL	6.99	9.99
CAPTAIN FIZZ	6.99	8.99
CARRIER COMMAND	6.99	9.99
CHAMPIONSHIP GOLF	6.99	n/a
DENARIS	6.99	9.99
DOMINATOR	6.99	9.99
DRAGON NINJA	6.99	9.99
DRAGON SPIRIT	6.99	8.99
DYNAMITE DUX	6.99	9.99
EMLYN HUGHES SOCCER	6.99	8.99
FOOTBALL DIRECTOR	6.99	n/a
FOOTBALL MANAGER 2	6.99	9.99
FOOTBALL MANAGER 2 EXP. KIT	5.99	6.99
FORGOTTEN WORLDS	6.99	9.99
FOUR SOCCER SIM	6.99	9.99
FUN SCHOOL 2 (6-8)	6.99	9.99
KENNY DALGLISH	6.99	n/a
GEMINI WINGS	6.99	9.99
GRAHAM GOOCH ALL STAR CRICKET	6.99	n/a
HOSTAGES	6.99	9.99
INDIANA JONES LAST CRUSADE	6.99	9.99
KAYDEN GARTH	6.99	9.99
LAZER SQUAD	6.99	9.99
MICROPROSE SOCCER	9.99	13.99
NEW ZEALAND STORY	6.99	9.99
PASSING SHOT	6.50	8.99
PAUL GASCOINE SUPER SOCCER	6.99	9.99
QUARTERBACK	6.99	9.99
R-TYPE	6.99	9.99
RINGSIDE	n/a	9.99
ROBOCOP	6.99	9.99
RUNNING MAN	6.99	9.99
RED HEAT	6.99	9.99
RICK DANGEROUS	6.99	9.99
ROCK STAR	6.99	9.99
SHINOBI	6.99	9.99
SPEEDBALL	6.50	8.99
STARWARS TRILOGY	8.99	13.99
STEALTH FIGHTER	9.99	13.99
STUNT CAR	9.99	16.99
SUPERWONDERBOY	6.99	9.99
TANK ATTACK	6.99	9.99
TIMES OF LORE	6.99	8.99
TRACKSUIT MANAGER	6.99	n/a
VIGILANTE	6.99	9.99
WEIRD DREAMS	6.99	9.99
WICKED	6.99	9.99
XENOPHOBE	6.99	9.99

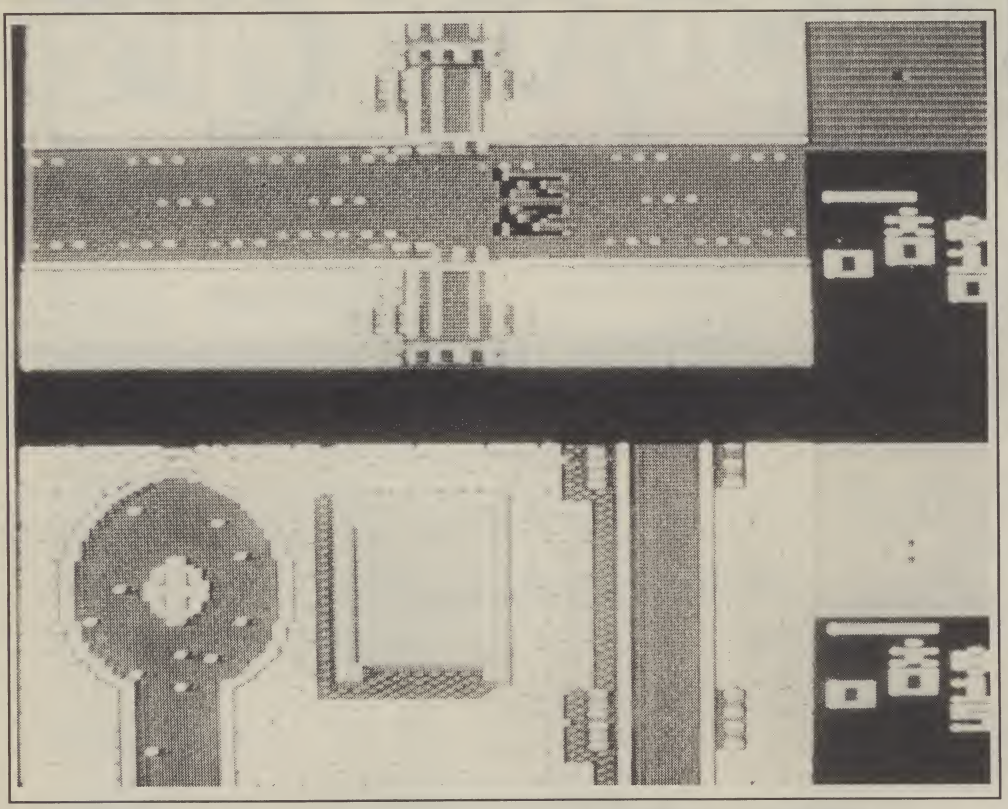
COMMODORE CASSETTE	
19 BOOT CAMP	1.99
1942	2.99
720°	2.99
ACE 1 OR 2	2.99
ADVANCED BASKETBALL SIM	2.99
ADVANCED PINBALL	2.99
ANKH	1.99
ANNALS OF ROME	2.99
ARCADE FLIGHT SIM	2.99
ARMY MOVES	2.99
AROUND THE WORLD IN 80 DAYS	1.99
BANGKOK KNIGHTS	1.99
BARRY McGUIGAN BOXING	2.99
BARD'S TALE	2.99
BATTLE FOR MIDWAY	2.99
BEACH HEAD	1.99
BEACH HEAD 2	2.99
BMX SIM 1 OR 2	2.99
BMX FREESTYLE	2.99
BOMBJACK 1 OR 2	1.99
BOMBUZAL	2.99
BOUDERDASH 1 OR 2	2.99
BRUCE LEE	1.99
COLOSSUS CHESS	2.99
COMMANDO	2.99
CRAZY CARS	2.99
CROSSFIRE	1.99
CRICKET INTERNATIONAL	1.99
CRYSTAL CASTLES	2.99
CYBERNOID	2.99
DALEY THOMPSON'S DECATHLON	2.99
DEEP STRIKE	1.99
DELTA	2.99
OESOLATOR	2.99
OIZZY	2.99
OIZZY DICE	1.99
THE OOUBLE	2.99
EMPIRE STRIKES BACK	2.99
ENOURO RACER	2.99
EXOLON	1.99
FIRETRACK	1.99
FIRST PAST THE POST	2.99
FLYING SHARK	2.99
FOOTBALL MANAGER	2.99
FOOTBALLER OF THE YEAR	2.99
FRANK BRUNO	1.99
FRUIT MACHINE SIM	2.99
GAME OVER	2.99
GRAHAM GOOCH	1.99
GHOSTBUSTERS	1.99
GAUNTLET 1 OR 2	2.99
GRAND MASTER CHESS	1.99
GREEN BERET	2.99
GUNFIGHTER	1.99
HAROBALL	2.99
HEAVY METAL PARADROID	2.99
HOLLYWOOD POKER	1.99
HUNTERS MOON	2.99
IMHOTER	0.99
IMPOSSIBLE MISSION	1.99
INTERNATIONAL RUGBY SIM	2.99
JACK THE NIPPER 1 OR 2	2.99
JOE BLADE 1 OR 2	1.99
KIKSTART 2	1.99
KNIGHT GAMES	2.99
KNIGHTMARE	1.99
LEAGUE CHALLENGE	2.99
MANIAX	1.99
MASTERS OF THE UNIVERSE (FILM)	2.99
MATCH POINT	2.99
MINI OFFICE	2.99
MISSION ELEVATOR	2.99
MONTY ON THE RUN	2.99
MOVING TARGET	2.99
NEBULUS	1.99
NETHERWORLD	1.99
MINJA COMMANDO	2.99
ON THE BEACH	1.99
PEPSI MAD MIX	1.99
PITSTOP 2	2.99
POST MAN PAT	1.99
POWERPLAY	1.99
POWER STRUGGLE	2.99
PREMIER 2 FOOTBALL	1.99
PRO SNOOKER	2.99
QUEDEX	2.99
RALLY CROSS SIM	2.99
RAMBO	2.99
ROAORUNNER	2.99
RYGAR	2.99
SABOTEUR 2	1.99
SANXION	2.99
SCOOBY DOO	1.99
SENTINEL	1.99
SKATE CRAZY	1.99
SKOOL DAZE	1.99
SOCCER BOSS	1.99
SOCCER Q	2.99
SSHANGHAI KARATE	1.99
SOLOMON'S KEY	2.99
SPITFIRE 40	2.99
SPORTING CLASSICS	3.99
SPORT OF KINGS	2.99
STARGLIOER	2.99
STEVE DAVIS SNOOKER	1.99
STREET CRED FOOTBALL	2.99
SUMMER GAMES	2.99
SUPER CUP FOOTBALL	2.99
SUPERCYCLE	2.99
SUPER NUDGE 2000	1.99
SYSTEM 8	2.99
TASK FORCE	2.99
TETRIS	2.99
TIGERS IN THE SUN	2.99
TOM CAT	1.99
TRANSFORMERS	2.99
TRAZ	2.99
TRIVIAL PURSUIT	4.99
TURBO ESPRIT	1.99
URIDIUM	2.99
VIXEN	2.99
W.A.R.	2.99
WAY OF THE EXPLODING FIST	1.99
WAY OF THE TIGER	2.99
WEREWOLF OF LONDON	1.99
WHO DARES WINS 2	1.99
WIZARD WARZ	2.99
WOLFMAN	2.99
WORLO GAMES	2.99
X-TERMINATOR	1.99
YIE AR KUNG FU	2.99
ZAMZARA	2.99
ZYNAPS	1.99

COMMODORE SPECIALS	
GOLF MASTER	2.99
LEADERBOARD	2.99
ACTION FORCE	2.99
3-D GLOOPER	0.99
BURGERCHASE	0.99
COSMIC CAUSEWAY	1.99
CHOLD	1.99
CHERNOBYL	1.99
CHAIN REACTION	1.99
OELTA	2.99
DEACTIVATORS	1.99
FLUNKY	1.99
HACKER 2	1.99
HEARTLAND	1.99
HI FRONTIER	1.99
HUNTERS MOON	2.99
I D	1.99
KAKTUS	0.99
KAMIKAZE	0.99
MEGA APOCALYPSE	1.99
MARAUDER	1.99
MAGNETRON	1.99
MERMAID MADNESS	1.99
MINI GOLF	2.99
MUNCHER	1.99
NIGHTSHADE	1.99
PARALLAX	1.99
PROTECTION	2.99
PSI WARRIOR	1.99
QUEDEX	2.99
QUNIX	0.99
RANAMARA	1.99
ROLLING THUNDER	1.99
SEA WORLD	0.99
SCRABBLE, MONOPOLY & CLUEDO	2.99
SIDEARMS	2.99
SIDEWIZE	1.99
SPEEDKING	1.99
STREET OF LONDON	0.99
SUPERSPORTS	1.99
SCARY MONSTER	1.99
6 PAK VOL 2	3.99
TOY BIZARRE	1.99
THE FURY	2.99
THANATUS	1.99
VAMPIRES EMPIRE	1.99
CHUCKIE EGG 1 OR 2	3.99
BIG SLEAZE	1.99
GUADALCANAL	1.99
ROGUE TROOPER	1.99
10 BEST GAMES 2	4.99
GHOSTS AND GOBLINS & BOMBJACK 2	2.99
BEST OF ELITE (COMMANOO, BOMBJACK AIRWOLF & FRANK BRUNO)	3.99
BEST OF ELITE VOL 2 (PAPERBOY, GHOSTS AND GOBLINS, BOMBJACK 2 & BATTLESHIPS)	3.99
SHOOT OUT	2.99
HELLFIRE ATTACK	2.99

AMIGA SPECIALS	
3-O POOL	13.99
ACTION FIGHTER	16.99
ALTERED BEAST	16.99
A.P.B.	13.99
ARCHIPELAGOS	16.99
BALANCE OF POWER 1990	16.99
BANGKOK KNIGHTS	16.99
BARBARIAN 2	16.99
BARBARIAN 2 (PSYGNOSIS)	16.99
BATTLE CHESS	16.99
BEACH VOLLEY	16.99
BLOODWYCH	16.99
BOMBER	16.99
CABAL	16.99
CALIFORNIA CHALLENGE (U.K.)	8.50
CARRIER COMMAND	16.99
CHICAGO 90	13.99
CONFLICTS EUROPE	16.99
CRAZY CARS 2	16.99
DAILY DOUBLE HORSE RACING	13.99
DELUXE PAINT 3	54.99
OEMONS TOMB	13.99
DOUBLE ORAGON	13.99
DR. PLUMMET HOUSE OF FLUX	13.99
DRAGONS SPIRIT	13.99
DUNGEON MASTER	16.99
DUNGEON MASTER EDITOR	6.99
DYNAMITE DUX	13.99
ELITE	16.99
EMPEROR OF THE MINES	16.99
F16 COMBAT PILOT	16.99
F16 FALCON	19.99
FAERY TALE	13.99
FALCON MISSION DISC	13.99
FANTAVISION	29.99
FAST BREAK	16.99
FEOERATION OF FREE TRAOERS	19.99
FIENDISH FREDDY'S BIG TOP OF FUN	19.99
FIRE BRIGADE (I MEG AMIGA)	19.99
FOOTBALL DIRECTOR 2	13.99
FOOTBALL MANAGER 2	13.99
FOOTBALL MANAGER 2 EXPANSION KIT	8.99
GAUNTLET 2	16.99
GEMINI WINGS	13.99
GRAND PRIX CIRCUIT	16.99
GUNSHIP	16.99
HIGHWAY PATROL	16.99
HOLLYWOOD POKER PRO	13.99
HONDA RVF 750	16.99
INDIANA JONES LAST CRUSADE	13.99
INFESTATION	16.99
IRON TRACKER	13.99
KAYDEN GARTH	13.99
KENNEDY APPROACH	16.99
KENNY DALGLISH	13.99
KICK OFF	13.99
KNIGHTFORCE	16.99
KULT	16.99
LANCASTER	13.99
LAST NINJA 2	16.99
LAZER SQUAD	13.99
LEADERSHIP COLLECTION	16.99
LEISURESUIT LARRY	13.99
LICENCE TO KILL	13.99
LIFE AND DEATH	19.99
LOMBARD R.A.C. RALLY	16.99
LORDS OF THE RISING SUN	19.99
MATRIX MARAUDERS	13.99
MICROPROSE SOCCER	16.99
MILLENIUM 2.2	16.99
MR. HELI	16.99
NAVY MOVES	16.99
NEUROMANDER	16.99
NEVER MIND	13.99
NEW ZEALAND STORY	16.99
NORTH AND SOUTH	16.99
OPERATION WOLF	16.99
PASSING SHOT	16.99
PAUL GASCOIGNE SUPER SOCCER	16.99
POPULOUS	16.99
POPULOUR NEW WORLDS	6.99
POWERDROME	16.99
PREDATOR	16.99
QUARTERBACK	13.99
QUARTZ	13.99
QUESTION OF SPORT	13.99
R-TYPE	16.99
RAINBOW ISLAND	16.99
RED LIGHTNING	19.99
RICK DANGEROUS	16.99
RISK	13.99
ROBOCOP	16.99
ROCKET RANGER	16.99
RUNNING MAN	16.99
SHADOW OF THE BEAST	24.99
SHINOBI	13.99
SHOOT 'EM UP CONSTRUCTION KIT	19.90
SHUFFLEPACK CAFE	13.99
SILKWORM	13.99
SILPHEED	19.99
SOCCER	16.99
STARGLIDER 2	16.99
STARWARS TRILOGY	16.99
STRYX	13.99
STUNT CAR	16.99
SUPER WONOER BOY	16.99
SWORD OF SUDAN	16.99
SWORDS OF TWILIGHT	16.99
T.V. SPORTS FOOTBALL	19.99
TEST DRIVE 2	16.99
THUNDERBIRDS	16.99
TIMES OF LORE	16.99
TRACKSUIT MANAGER	13.99
U.M.S.	16.99
VIGILANTE	13.99
VULCAN	13.99
WAR IN MIDOLE EARTH	13.99
WAYNE GRETZKY HOCKEY	16.99
WATERLOO	16.99
WEIRD DREAMS	16.99
XENON 2 MEGABLAST	16.99
XENOPHOBE	16.99

SOFTWARE CITY SPECIALS	
ACTION SERVICE	4.99
ARCHON COLLECTION	6.99
ARCTIC FOX	6.99
ART PARTS 1 OR 2	6.99
BARD'S TALE	6.99
BIONIC COMMANOO	6.99
CAPTAIN BLOOO	9.99
CUSTODIAN	4.99
DANGER FREAK	9.99
DESOLATOR	n/a
ELIMINATOR	6.99
FOUNDATION WASTE	6.99
HOSTAGES	9.99
MARBLE MADNESS	6.99
NEBULUS	4.99
OUTRUN	6.99
PHOBIA	9.99
REALM OF THE TROLLS	9.99
ROGER RABBIT	4.99
ROLLING THUNDER	6.99
SIDEARMS	6.99
SKYCHASE	4.99
SKYFOX 2	6.99
SOLOIER OF LIGHT	9.99
SPEEDBALL	9.99
STAR RAY	9.99
THREE STOOGES	9.99
WORLD CLASS LEADERBOARD	6.99
WORLD TOUR GOLF	6.99

COMPILATIONS	
THE STORY SO FAR VOL 1 IKARI WARRIORS, BUGGY BOY, BEYOND THE ICE PALACE & BATTLESHIPS	13.99
THE STORY SO FAR VOL 3 SPACE HARRIER, LIVE AND LET DIE, BOMBJACK & THUNDERCATS	13.99
PREMIERE COLLECTION ZYNAPS, EXOLON, NEBULUS & NETHERWORLD	13.99
PRECIOUS METAL CAPTAIN BLOOO, XENON 2, CRAZY CARS	16.99
GIANTS OUTRUN, GAUNTLET 2, 1943 & STREETFIGHTER	19.99
SIX PAK VOL 3 PAPERBOY, GHOSTS AND GOBLINS, LIVING DAYLIGHTS, ESCAPE FROM SINOES CASTLE, DRAGON'S LAIR & ENDURO RACER (Cass 6.99)	9.99
TAITO COIN OPS RASTAN, FLYING SHARK, ARKANOID 1 AND 2, SLAPFIGHT BUBBLE BOBBLE, RENEGADE AND LEGEND OF KAGE (Cass 8.99)	11.99
HEATWAVE NEBULOUS, RANARAMA, FIRELORO, ZYNAPS. NETHERWORLD, IMPOSSBALL (Cass 8.99)	
KONAMI ARCADE COLLECTION JAIL BREAK, GREEN BERET, YIE AR KUNG FU 1 & 2, PING PONG, MIKIE, JACKAL, HYPERSPORTS, NEMESIS AND SHAO-LINS ROAD (Cass 6.99)	11.99
GIANTS ROLLING THUNDER, GAUNTLET 2 720, OUTRUN AND CALIFORNIA GAMES (Cass 8.99)	9.99
SPECIAL ACTION ORILLER, CAPTAIN BLOOD, THE VINDICATOR, OALEY THOMPSONS OLYMPIC CHALLENGE AND S.D.I. (Cass 8.99)	11.99
WE ARE THE CHAMPIONS SUPERPRINT, RENEGADE, RAMPAGE, I K + & BARBARIAN (Cass 6.99)	11.99
IN CROWD KARNOV, GRYZOR, BARBARIAN, CARZY CARS, PREOATOR, COMBAT SCHOOL, PLATOON AND TARGET RENEGADE (Cass 9.99)	11.99
SUPREME CHALLENGE SOCCER SPECTACULAR PETER BEARDSLEY'S INT. FOOTBALL, SOCCER SUPREMO, FOOTBALL MANAGER, WORLD CHAMPIONS AND PETER SHILTON'S HANDBALL MARAOONA (Cass 8.99)	
FIST'S AND THROTTLES BUGSY BOY, DRAGON'S LAIR, WARRIORS, THUNDERCATS AND ENDURO RACER (Cass 8.99)	9.99
SUPREME CHALLENGE ELITE, STARGLIDER, ACE 2, SENTINEL AND TETRIS (Cass 5.50)	
GAME SET AND MATCH 2 MATCH DAY 2, SUPERBOWL, WINTER OLYMPIAD, NICK FALDO, CHAMPIONSHIP SPRINT, TRACK AND FIELD, STEVE DAVIS SNOOKER & SUPER HANG ON (Cass 8.99)	11.99
SOCCER SQUAD FOOTBALLER OF THE YEAR, GARY LINEKERS SUPERSTAR SOCCER, GARY LINEKERS SUPERSKILLS AND ROY OF THE ROVERS (Cass 6.99)	
THE STORY SO FAR VOL 2 OVERLANDER, HOPPING MAD, SPACE HARRIER, BEYOND THE ICE PALACE & LIVE AND LET DIE (Cass 8.99)	11.99
THE STORY SO FAR VOL 4 GHOSTBUSTERS, ALIENS, WONDERBOY, EIOOLON. BACK TO THE FUTURE & QUARTET (Cass 8.99)	11.99
KARATE ACE WAY OF THE EXPLODING FIST, BRUCE LEE, KUNG FU MASTER, AVENGER, SAMURAI TRILOGY, UCHI MATA & WAY OF THE TIGER (Cass 5.50)	
FLIGHT ACE AIR TRAFFIC CONTROL, ACE, SPITFIRE 40, STRIKE FORCE HARRIER, TOMAHAWK & A.T.F. (Cass 5.50)	
SPACE ACE XEVIOUS, TRANTOR, ZYNAPO, EXOLON, NORTHSTAR, CYBERNOID & VENUM STRIKES BACK (Cass 5.50)	
MEGA GAMES NORTH STAR, CYBERNOID, DEFLECTOR, TRIAXOS, BLOOD BROTHERS, MASK 2, COSMIC CAUSEWAY, HERCULES, MASTERS OF THE UNIVERSE AND BLOOD VALLEY (Cass 5.50)	
TEN GREAT GAMES VOL 3 TENTH FRAME, ALLEY KAT, LAST MISSION, FIRELORD, RANARAMA, FIGHTER PILOT, LEADERBOARD, IRIDIS ALPHA, EAGLES AND REBOUNDER (Cass 5.50)	
CONFLICTS 2 BATTLE FOR MIOWAY, TWO JIMA & OKINAWA (Cass 5.50)	



FIRE POWER

Fire Power is militaristic. You take control of a tank and have to locate the enemy base, find the flag and return it to your home base. Your progress will be hindered by your opponent's helicopters and gun emplacements.

On the way you can rescue POW colleagues that have been captured and squelch enemy agents under your tank tracks. You can play against the computer or a friend. With the solo game, the playing area takes up most of the screen. All you have to do is find the flag and return home, watching out for mines, guns and helicopters on the way.

In the two player mode the playing area is split into two, each half showing one player's tank. In this mode look out for enemy flak and hazards. There's also a race involved: get your opponent's flag before he gets yours . . .

Fire Power is instantly playable. A truly excellent control system makes maneouvrability easy, and the simplistic nature of the game means that you can get straight into some serious warfare.

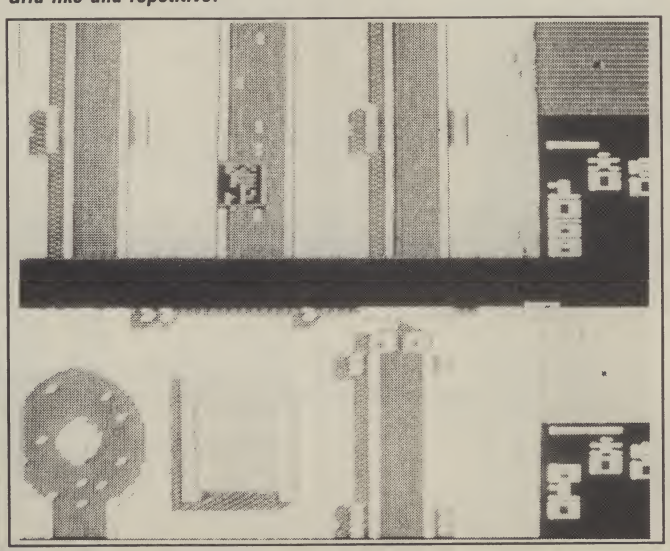
Sadly, the rest of the game doesn't match this standard. The graphics, apart from being somewhat limited, are simple and could have been greatly improved in all respects. The sound effects are alos unvaried; a dull throb that passes as the roar of the tank's engine, a few explosions — but very little else.

Each time you start a new game a map is randomly chosen by the computer. This helps add a touch of variety and to extend *Fire Power*'s appeal. But what really lets the game down is that it's just too difficult. Randomly placed mines often make your task impossible and you often find yourself unable to move because of a bug in the program.

All in all, a game with a lot of potential but very little of it is used.

Mark Mainwood

Grid-like and repetitive.



Micro Illusions
Price:
£14.95 disk

SOUND 48%
GRAPHICS 57%
PLAYABILITY 73%
LASTABILITY 60%

57%

A TITANIUM BLADE A HEART OF STEEL

STRIDER™

86% THE One

RAVE!

CLASSIC

ST FORMAT GOLD

AMIGA FORMAT GOLD

machine TOP SCORE

ACE RATED 900

C&U SCREEN STAR

C+VG HIT!

Available on:
CBM 64/128 & AMSTRAD
Cassette & Disk
SPECTRUM 48/128K Cassette
ATARI ST, CBM AMIGA &
IBM PC & COMPATIBLES

U.S. GOLD®

CAPCOM™

© 1989. CAPCOM CO., LTD. Manufactured under license from CAPCOM CO., LTD., JAPAN. STRIDER™ and Capcom™ are trademarks of Capcom Co., Ltd. Manufactured and distributed under license by U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel 021 625 3388.

ONE MAN – ONE SWORD – ONE FREE WORLD!

DATEL ELECTRONICS

DATA RECORDER

- Quality Commodore compatible data recorder.
- Pause control, counter, etc.
- Suitable for 64/128.
- Send now for quick delivery.

ONLY £24.99

SPRINT 128

- Full feature Centronics Printer Interface.
- Connect your 64/128 to a range of full size Centronics Parallel Printers.
- Easy to use - supports Commodore Graphics Set.
- Onboard Microprocessor Chip means no power programmes to load.
- Works with most applications.
- No more to buy!

ONLY £29.99

EPROM ERASER

- Erases up to 4 Eproms at once.
- Small size with built-in timer.
- Even fits in your pocket!
- Comes complete - no more to buy.

ONLY £39.99

ROBOTEK 64

SPECIAL VALUE

MODEL & ROBOT CONTROL MADE EASY.

- 4 output channels - each with onboard relay.
- 4 input channels - each fully buffered TTL level sensing.
- Analogue input with full 8 bit conversion.
- Voice input for voice control.
- Software features:- test mode/ analogue measurement/voice activate/digital readout etc.

ONLY £39.99

INCLUDING HARDWARE/SOFTWARE/ MIC. ETC,(STATE TAPE OR DISK).

MIDI 64

FULL MIDI INTERFACE FOR THE 64/128 AT A REALISTIC PRICE.

- MIDI in/MIDI thru/2 x MIDI out.
- Compatible with most leading software packages.

ONLY £29.99

DIGITAL SOUND SAMPLER

- The new sampler allows you to record any sound digitally into memory & then replay it with astounding effects.
- Playback forwards/backwards with echo/reverb/ring modulation.
- Now with full sound editing module to produce outstanding effects.
- Full 8 bit D to A & ADC conversion.
- MIDI compatible with suitable interface. (i.e. Datel unit for £29.99, see ad.).
- Live effects menu includes real time display of waveforms.
- Line in/mic in/line out/feedback controls.
- Powerfull sequencer with editing features.
- Load/save sample. Up to 8 samples in memory at one time.
- Complete software/hardware package. Tape or Disk (please state).

ONLY £49.99

COM-DRUM

GITAL DRUM SYSTEM

- Now you can turn your digital sound sampler into a digital drum system.
- 8 digital drum sounds in memory at one time.
- Complete with 3 drum kits. Real drum sounds - not synthesised.
- Create superb drum rhythms with real & step time.
- Full editing. Menu driven. Load/ Save facilities.
- Output to hi-fi or through TV speaker.

ONLY £9.99

STATE TAPE OR DISK

COM-DRUM EDITOR

- 24 drum sounds supplied on disk to enable you to construct your own drum kit.
- Re-arrange sounds supplied with a Com-Drum to make new kits.
- Load/save facilities.

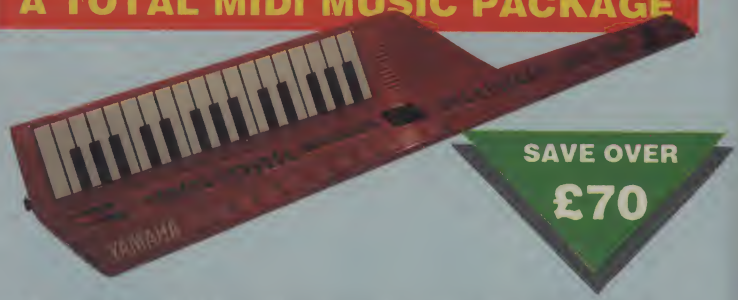
ONLY £4.99 DISK ONLY

PARALLEL PRINTER CABLE

- Connects full size printers to the parallel port of your C64/128.
- Many programmes and cartridges (Action Replay/Final Cartridge etc.) will drive printers from this port.

ONLY £12.99 COMPLETE

A TOTAL MIDI MUSIC PACKAGE



SAVE OVER £70

UNBEATABLE VALUE PACK - THE YAMAHA SHS 10 FM MIDI COMPATIBLE SHOULDER SYNTHESISER, THE ADVANCED MUSIC STUDIO SOFTWARE & MIDI INTERFACE PLUS FREE MIDI CABLES TO CONNECT EVERYTHING TO YOUR COMPUTER SYSTEM

FREE MIDI CABLES

YAMAHA SHS 10 FM SYNTHESISER KEYBOARD

- Superbly styled guitar-type keyboard with shoulder strap.
- Top quality brandname.
- 2.5 octave keyboard.
- 25 built-in instrument and rhythm choices.
- Uses FM synthesis.
- Full MIDI standard.
- Superbly styled guitar-type keyboard with shoulder strap.
- Requires 6 "C" batteries or AC/DC adapter.

ADVANCED MUSIC SYSTEM

- A full feature Music Studio with MIDI.
- Editing and sequencer features.
- Many features - too many to list!
- Sorry, disk only.

MIDI INTERFACE

- MIDI In/Out/Thru.
- Simply plug in.

FOR ONLY £99.99

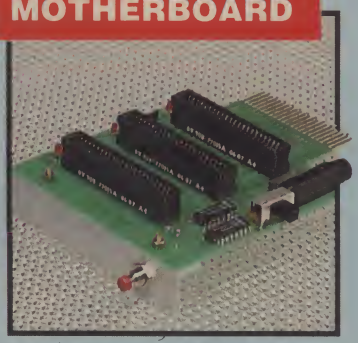
NO MORE TO BUY!!

RESET CARTRIDGE

- Unstoppable reset button. NOTE:- user port cheaper type reset buttons offered by others are not unstoppable.
- Resets even so called "unstoppable" programs.
- Add pokes from magazines etc.
- Simply plugs in to cartridge port.

ONLY £5.99

3 SLOT MOTHERBOARD



SAVE WEAR & TEAR ON YOUR EXPANSION PORT

- Will accept three cartridges on it's high grade PCB.
- Switch in/out any slot.
- Fully buffered.
- Reset button and an onboard safety fuse.

ONLY £16.99

TOOLKIT IV

THE ULTIMATE DISK TOOLKIT FOR THE 1540/1541.

- A disk toolkit is an absolute must for the serious disk hacker. Toolkit IV has more features than most for less.
- DISC DOCTOR V2 - Read & write any track & sector including extra & renumbered tracks. Repair damaged sectors.
- HEADER/GAP EDITOR - Decodes & displays ALL header information including off bytes & header gap. Rewrite the entire header & header gap. Renumber sectors. Also edit any sector tail gap.
- DISK LOOK - Sort directory. Recover lost files. Display file start /end addresses. Disassemble any file program directly from the disk to SCREEN or PRINTER including undocumented opcodes. Edit Bam.
- FAST FILE COPY - Selective file copy. Works at up to 6 times normal speed.
- FAST DISK COPY - Copy an entire disk in 2 minutes or less using single 1541.
- FILE COMPACTOR - Can compact machine programs by up to 50%. Save disk space.
- FORMATTER - 10 second format an entire disk or format any individual track or half track 0 to 41.
- ERROR EDIT - Quickly find & recreate all read errors including extras & renumbered tracks or sectors & half tracks from 0 to 41.

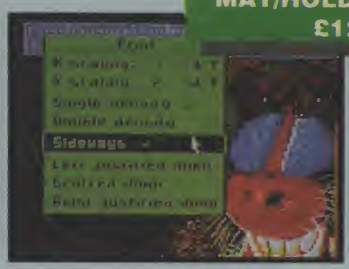
ONLY £9.99

DATEL ELECTRONICS

THE ULTIMATE GRAPHICS PACKAGE...

SPECIAL OFFER PACK!

INCLUDES FREE MOUSE MAT/HOLDER WORTH £12.99



COMMODORE 1351 MOUSE

COMPLETE WITH

OCP

ADVANCED ART STUDIO™

- 1351 Mouse is a high resolution two button mouse featuring optical counting, teflon guides, microswitches, rubber coated ball and high quality interface.
- When combined with OCP Advanced Art Studio this graphics package is quite simply the best system available. The features are unmatched...
- Create an image - shrink it, expand it, move it, rotate it, copy it, colour it etc., etc.
- Spray patterns or shades, make elastic lines - stretch and manipulate shapes.
- Zoom in to add detail in fine mode.
- Pulldown/Icon driven menus for ease of use.
- Mouse operation, plus joystick and keyboard control.
- 16 pens, 8 sprays, 16 brushes - so flexible anyone can create superb graphics easily.
- Full cut and paste facilities plus excellent printer support.
- Pixel edit, font editor, flip, invert, rotate, solid or textured fill and professional manual make Art Studio simply the best graphics package for the Commodore (please state Tape or Disk).

ONLY £29.99

TOTAL PACKAGE INCLUDING 1351 MOUSE/ MOUSE MAT/ HOLDER AND OCP ART STUDIO

VIC 20 RAMPACK

- Simple plug-in memory expansion cartridges for your VIC 20.
- Never be short of memory again!
- Two models available - 16K or 32K.
- Both models are switchable for various memory settings i.e. 3K, 16K, 24K, etc.
- Many VIC programs require extra RAM - this is your answer.

ONLY £14.99 FOR 16K

ONLY £19.99 FOR 32K

EPROM ERASER

- This handy AC/DC Eprom Eraser will erase up to 4 chips quickly and easily.
- Built-in timer and safety switch on cover.
- Superbly styled - small enough to fit in pocket - even as it works!!
- Works from built-in battery (supplied) or from AC/DC adaptor if required.

ONLY £39.99

LIMITED NUMBERS AT THIS AMAZINGLY LOW PRICE!!

EPROMMER 64™

- A top quality, easy-to-use EPROM programer for the 64/128.
- Fully menu driven software/ hardware package makes programing/reading/verifying/ copying EPROMs simplicity itself.
- Will program 2716, 2764, 27128 & 27256 chips, 12.5, 21 or 25 volts.
- Fits into user port for maximum compatibility with cartridges/ Superom Board etc.
- Full feature system - all functions covered like device check/verify.
- We believe Eprommer 64 is the most comprehensive, most friendly & best value for money programer available for the 64/128.
- Ideal companion for Superom Board, Cartridge Development System, our kernal expanders or indeed any EPROM base project.
- Comes complete with instructions - plus the cartridge handbook.

ONLY £39.99 COMPLETE

256K SUPEROM EXPANDER

- Select instantly from 8 sockets which accept up to 32K EPROM each.
- Program your own EPROMs using our EPROM programer.
- No need to have lots of cartridges - just make a selection from the Superom menu.
- Fully menu driven on power up.
- Select any slot under software controls.
- Unique EPROM generator feature will take your own programs - basic or m/c & turn them into autostart EPROMs. (EPROM burner required).
- Accepts 2764/27128/27256 EPROMs.
- On board unstoppable reset.
- On board operating systems - no programs to load.

ONLY £29.99

NOW YOU CAN INCREASE THE MEMORY OF YOUR C16 EASILY

C16 RAMPACK

- Plug in RAM cartridge gives you up to 16K EXTRA MEMORY!!
- That's over 28K free for Basic and even an extra 18K in HiRes mode!
- Plugs in to memory expansion port - then just switch on.

ONLY £14.99

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER ...

BY PHONE	BY POST	FAX
0782 744707	Send cheques/POs made payable to "Datel Electronics"	0782 744292
24hr Credit Card Line		UK ORDERS POST FREE EUROPE ADD £1 OVERSEAS ADD £3

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS AND SUBJECT TO CHANGE WITHOUT NOTICE

CALLERS WELCOME - Please reserve goods by telephone prior to visit.

DATEL ELECTRONICS

DATEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

SALES ONLY	TECHNICAL ONLY
0782 744707	0782 744324

CHEAPO

Something of a disk special this month for cheapos, and only one new 64 release. Come on guys, let's see something other than re-released licences.

ALIEN SYNDROME

64

Rad

I remember an excited young Mark Patterson telling me about this a couple of years ago, and after seeing the coin op, I had to agree that it was a very, very good game. The Edge/Softek/ACE or whatever they were calling themselves at the time got the conversion, and a bloody good job of it they did too.

Gauntlet-like in presentation and game style, you and a friend were given the perilous task of ridding a space station of unusually shaped aliens. What sort of shape is unusual for an alien, you might ask. Well, these aliens are shaped exactly like poo poos!

The scrolling is smooth, as is the animation of all the characters. Some of the sprites are a little blocky, but the game as a whole most definitely has all the atmosphere of the original. The great spot FX help that along too. Great.

(80%)

Storm Warrior

Bomb Jack

STORM WARRIOR

64

Encore

These original budget games are becoming a bit of a rarity these days. We've got one of them this month, and even that's far from brilliant. You are the Storm Warrior, and you are the only hope of saving the world from a perpetual reign from evil.

Enter the castle of Satan himself, fight his ghostlike henchmen and traverse the terrible traps in your quest to rid the universe from evil once and for all. The only thing that can save you now is your sword skill, or so the plot says.

Funnily enough, I couldn't find any point at which I had to actually use skill. At all points, it seems to be just a matter of holding the joystick in a certain direction and let your on screen personage hack away constantly. Which, I might add, he does very smoothly.

Basically, *SW* is just a very dull Barbarian clone. I wouldn't waste the money on it. The only thing it really has in it's favour is the energy meter. At the bottom of the screen is a picture of a graveyard, and the more hits you take, the further along the graveyard the character of death walks. Still doesn't merit purchase, however.

(51%)

SABOTEUR II

64

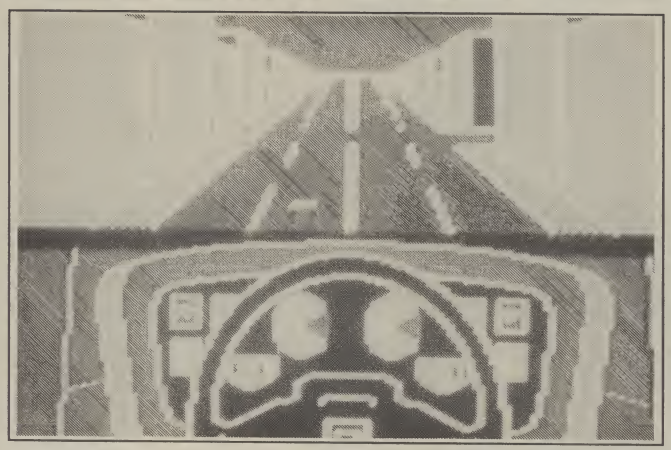
Encore

The original Saboteur has been killed by the evil forces of Sammyhagar, and the time is upon you to avenge his death. You are the sister of the Saboteur, and the mission you have before you is far far greater than the one of your deceased relative.

For a start, the map is much, much bigger, and much more of a maze. The bad guys are tougher, and there are more of them. However, dispatching of thugs and hitting dogs with bricks is all in a day's pay for a trained assasin, that family favourite, the Ninja.

Even though the map is huge, it's got enough variety to

ROUND-



Turbo Esprit

Deep Strike

keep it from getting samey. A map is essential, as there are more than one or two one-way situations, such as falling a great height. The sprites aren't the best animated ones in the world, and they are slightly smaller than the original's, but this doesn't spoil the game too much.

There's a lot there, and an absolute bargain at the price. Looks like it's cheapo of the month!
(81%)

BOMBJACK 2

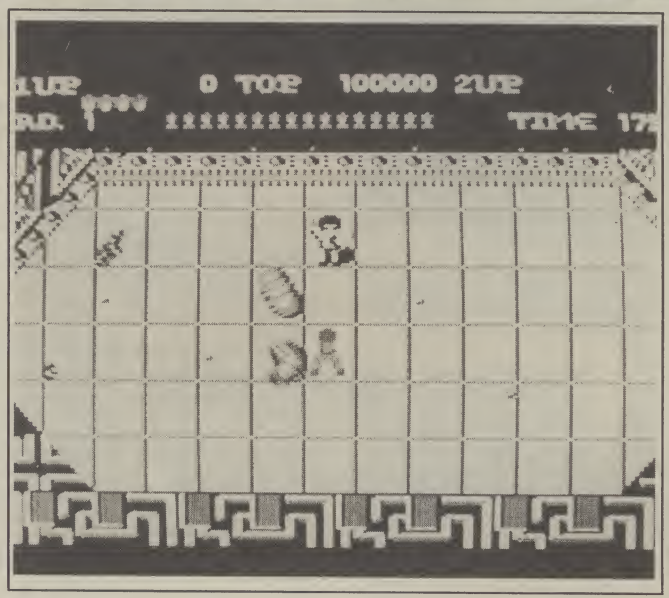
64

Encore

What I want to know, and could somebody please explain to me why *Bombjack 2*, the sequel to that amazingly popular chartbuster *Bombjack*, has the theme tune for *Thundercats* as its in game tune?

Aside from that little puzzler, however, I think it's only fair to say that *BJ2* is crap, pure and simple. The idea is the same as before, leap from platform to platform collecting all the pods on each level, only now you can fly. You can only leap straight up and straight down provided there is a platform directly above or below you. This is just a little bit restricting. The other real restriction is the fact that there are only two screens, one really easy, and the other amazingly difficult. This shows nothing more but poor design.

And that's a term that applies equally well to the graphics. Small and blocky, they carry none of the character of the original. Surely the 64 deserves better than this?
(35%)



Alien Syndrome

DEEP STRIKE

64

Encore

Well, the idea's original. Fly a WW1 biplane, and use it to defend another WW1 biplane, which has been given the task of bombing the enemy. Fly through a crowded sky, full of barrage balloons, enemy fighters and flying bullets. Shoot the enemies with your chain-guns, but be careful not to hit the plane you're defending, else it'll plummet to earth, nothing but a mess of flames.

The only real problem with *Deep Strike* is that it originally was a dated Spectrum game. This might not seem so bad, but it still is a dated Spectrum game. The limited colour palette and jerky movement shows that. But it also plays very limited. After the first go, you do find yourself getting a little bored as you find less and less exciting do. A poor product, maybe it was strong at time of release, but then again that was a while ago.
(52%)

TURBO ESPRIT

64

Encore

Turbo Esprit has to have been one of the best games ever to appear on the Spectrum. The idea was truly original. Surely it could only benefit from the Commie's technically superior sound and graphics.

Or maybe not. *Turbo Esprit* seats you behind the wheel of the car of the title, and pits you as a drugs cop with a mission. There's a bust going down tonight, and it's your job to stop it. Use your computer controlled map and the constant datalink with base to keep track of the four pick up cars and the armoured car. Follow carefully and arrest each delivery car AFTER it's made its pick up by gently bumping one to a stop, and then go after the armoured car. But don't let them see you; they will flee the city, leaving you with egg on your face . . .

Or could that be a graphic, who can tell. The scrolling is unbelievably slow, the update is appaling, there's no sense of speed at all, response time is disgusting and basically it's a mess from start to finish. What went wrong?
(35%)

SOLDIER OF LIGHT

64

Rad

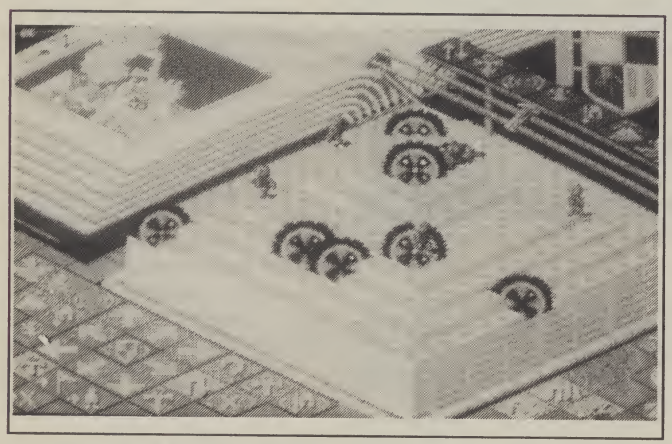
Soldier of Light, or *Xain'd Sleena* as it's known in it's native Japanese, had to have had the most unusual graphics system ever. Cut out paintings moved smoothly around over glorious backdrops, the only problem being that they looked like they were just stuck on, not being any part of the backdrop.

This has flickery sprites, loads of blocky graphics and amost no playability. The sound is the only thing that's recognisable from the coin op. An abomination upon release and a true bastardisation of what was a fun coin op.
(41%)

UP

CU UPDATE

More divine intervention, gothic Faery tales, Ninjas and tennis to boot. Who says CU is variety shy? It wasn't the vicar that's for sure. Most of them highly rated, there are games here for everyone.



POPULOUS — THE PROMISED LANDS

Electronics Arts
AMIGA

Hiding away in the back of the mind of yer average *Populous* player is the thought, "I've conquered this universe and been pronounced invincible, but it just isn't enough. I need more people, more power, more land. . .". Here's your chance. The promised lands: Block Word, Lego land, Lego people and very Legoey death. Silly Land, where you improve your score by destroying buildings; Wild West Land, with its cowboys and Indians; the French Revolution complete with guillotines, and Bit Land — your user friendly computer world. All this for a tenner? Blimey vicar!

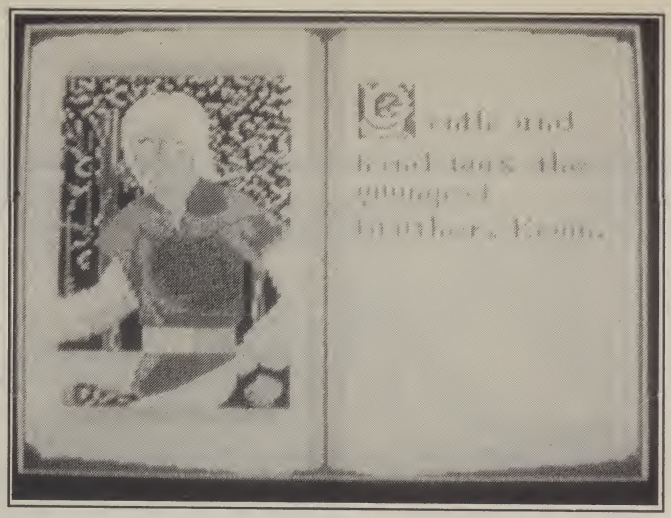
An excellent good value package with all the thrills, spills, tears, bloodshed and creation of the original, portrayed in a slightly more light-humoured way. A definite purchase for anybody who bought and enjoyed the original *Populous.*

90%

FAERY TALE

Micro Illusions
64/AMIGA

Some of you may not be old enough to remember when this one came out. I know I'm not. Of course, now it's a bit cheaper. *Faery Tale* cost almost 50 quid first time around — but in all honesty, I think I can safely say it was



worth it. And now, at the mere ship of £19.95 it's a must.

Faery Tale is packaged with all the usual garb, and so an arcade adventure of this sort should be. And what an arcade adventure it is. Eightway scrolling, with a map size of 100 screens by 140 screens, it proved so big even Mark 'I can finish that' Patterson had difficulty completing it. The only thing I can think of to even rival it would be *Times Of Lore,* and if you've seen *TOL,* let me tell you that *Faery Tale* is every bit as good.

Obviously the graphics on the 64 version aren't quite as highly detailed or as distinctive as those on the Amiga; but that doesn't stop it from being a highly playable and involving romp. I love it to bits, and it looks like I'm going to love it for quite a while yet.

(64) 79%
(Amiga) 87%

SHINOBI

Virgin Mastertronic
64

After the slightly disappointing Amiga conversion the 64 version is a much closer and a much more playable incarnation. Play the same warrior Ninja with amazing powers, and do battle against some evil lord and his minions.

The scrolling is pixel smooth, and so it should be, for wasn't the 64 designed to scroll? The sprites are very well-defined, as are the backdrops, and together they easily capture the spirit of the arcade game. The sound's all there too, minus the in-game tune, but it is a 64.

Jumping between levels is activated by holding down the fire button and pressing up. Easy enough, except your Ninja doesn't jump until you centre the joystick; quite often it just doesn't work, and in a position when timing is crucial, this does slow you down a bit. If they could just correct that little playability bug, it would be a better conversion.

76%

PASSING SHOT

Imageworks
AMIGA

Passing Shot claims on the packaging to be "the most accurate simulation . . . to appear." As far as I'm concerned that's a contravention under the Trades Description Act. Sega's arcade game had a major design fault in that it transfers the view rapidly from a straight on, observer's position to an overhead one. Imageworks conversion takes the problem from bad to worse by making the screen scroll back so slowly that when it reveals the back of the court it's far too late to move your player if he's out of position.

In short this is an unmitigated disaster. The ball loops high into the air, not unlike that diet Coke advert doing the rounds, and then fails to bounce at all.

Realism is nowhere to be found. Sound is completely incompetent and it has a set of garish colours the LTA would ban for contravening the rules of good taste.

If you're after a great sim, *World Tennis* on the PC Engine has to be seen to be believed. It's probably the best sport simulation yet created for a home computer. A hundred and seventy-five pounds for a console and a copy of the game might seem like poor value for money, but it can't be any more outrageous than this.

56%

TERRY'S BIG ADVENTURE

ST SCREEN SHOTS

Terry's Big Adventure is a one player, left to right, smooth scrolling, jump and run game with superb music, sound effects and excellent graphics.

Terry is a small, energetic character who is an expert with a yo-yo. His adventure takes him through 12 levels where he encounters numerous obstables such as hedgehogs, snails, bridges, rivers and poisonous mushrooms that pop up at the least expected moment! Armed with his yo-yo or rocks, Terry must slay the enemies to be able to continue on his adventure.

Included in the game are hidden bonus levels, extra lives to gain, and objects to find to increase time.

Very compulsive arcade gameplay.

AVAILABLE ON:
ST & AMIGA £14.99
C64 DISK £9.99 C64 CASS £6.99
MID SEPTEMBER RELEASE

•TRIVIA•

C64 SCREEN SHOTS

Trivia – a one player general knowledge trivia game based on the customary pub-style arcade games. There are a whole range of questions from art and literature to leisure, sport and entertainment and all are 3 option multiple choice.

With humour, 2 excellent soundtracks, colourful graphics and a fast pace that will ensure you are continually kept "on the ball", Trivia is the ideal game for all the family and who knows.... you might even learn something.

©1989 SHADES
56-59 LESLIE PARK ROAD
CROYDON SURREY
CRO 6TP
TEL: 01-655 3494

Shades

AVAILABLE ON: **ST & AMIGA £14.99**
C64; AMSTRAD & SPECTRUM DISKS £9.99 C64; AMSTRAD & SPECTRUM CASS £6.99
MID SEPTEMBER RELEASE

THE AMAZING AMIGA . . .

COMMODORE AMIGA 500

Pack Includes:
A500 CPU, Mouse, P.S.U., T.V. Modulator, Very First Tutorial, Workbench 1·3, Basic, Extras and Manuals.

PLUS POSTRONIX BONUS PACK
WORTH OVER £250 which includes 10 Blank Disks, Disk Storage Box, 10 Excellent Games, Mouse Mat, Mouse Bracket (Mouse Holder) Deluxe Paint.

£399.00 + £5.00 post and packing

AMIGA 500 PLUS DISK DRIVE

Instruction Manuals, Extra Disk, Workbench 1·3, The Very First Tutorial, T.V. Modulator, Photon Paint, Mouse **PLUS** additional Amiga Compatible Disk Drive and 10 Blank Disks.

£449.00 + £5.00 post and packing.

AMIGA 500 + 1084S STEREO/ COLOUR MONITOR

(including the Amiga 500 deal) **£649.00**
+ £10.00 post and packing

1084 HIGH RESOLUTION COLOUR MONITOR

1084S STEREO/COLOUR MONITOR

Compatible with PC, Amiga, C64c, C128

£259.00
+ £5.00 post and packing

MPS 1500C

MPS 1200P

MPS 1200P

£229.99
+ £5.00 post and packing

The Commodore MPS1200P printer presents the state of the art in dox matrix printers, with all the features of a printer that would cost much more. The MPS1200P is designed to be like three printers in one. It can act just like an Epson FX printer, or with the flip of a switch, it can act just like an IBM Graphics Printer with IBM Group II-I character set (Danish/Norwegian character set) support. It can also print all the characters available with the Amiga in the Amiga configuration. The MPS1200P is capable of all the printing functions you would expect, as well as some additional features you may not expect.

MPS 1500C COLOUR PRINTER

£199.99
+ £5.00 post and packing

A. TECHNICAL CHARACTERISTICS
PRINTING TECHNIQUE .....Impact dot matrix (9-needle print head).
DRAFT MODE ..... – matrix: 9 vertical dots x (5 + 4) horizontal dots; – print speed: 120 char/s, at 10/char in
TABULATION SPEED .....2 char/s
PRINTING DIRECTION .....bi-directional, with optimised head movement
PRINT PITHES .....10 char/in to 24/char/in programmable from line, and in SET-UP mode
LINE FEED ..... – 1/6in (4.23 mm), 1/8 (3.17 mm) and 7/72 in (2.4 mm); – n/216 in and n/72 in.
CHARACTER SET .....ASCII characters and special characters.
MAX. PRINT LINE LENGTH .....40 top 192 characters, according to print pitch selected.

AMIGA 1010 DISK DRIVE

AMIGA 1010 DISK DRIVE

Amiga 3.5" external drive. Capacity 880K
PLUS FREE DISK STORAGE BOX & 10 BLANK DISKS

£149.99
+ £5.00 post and packing

A501 RAM PACK

512K for the Amiga

£149.99
+ £5.00 post and packing

. . . AND MORE BESIDES!

COMMODORE OLYMPIC PACK

THIS TOPICAL GAMES COMPENDIUM OFFERS A TRUE SPORTING CHALLENGE

Pack contains: C64c Computer 1530 Datasette, Quickshot Joystick, Matchpoint (Tennis), Snooker, World Championship Boxing, Daley Thompsons Supertest, Hypersports, Basketball, Matchday II, Daley Thompsons Decathlon, Basket Master, Track and Field.

PLUS POSTRONIX BONUS PACK OF £100 OF FREE SOFTWARE

£149.99

+ £5.00 post and packing

COMMODORE FAMILY ENTERTAINMENT

AN EXCELLENT PACK PROVIDING HOURS OF ENTERTAINMENT FOR ALL THE FAMILY

Pack includes: C64c Computer 1530 Data Cassette, Quickshot II Joystic Personal Hi-Fi, Commodore Juke Box Audio Tape (10 Hits), Yamaha SHS10 FM Digital Keyboard with Midi, Ghostbuster, Rollaround, Tau Cet Agent X11, Surprise Game.

Plus: POSTRONIX BONUS PACK OF £100 OF FREE SOFTWARE

ONLY **£199.99**

+ £5.00 post and packing

1541 DISK DRVE PACK

1541 II DISK DRIVE PACK

Pack includes:
1541 II Disk Drive, 10 Excellent Disk Games, 20 Blank Disks, 5¼" Diskette Storage Box. AND GEOS!

£169.99

+ £5.00 post and packing

THE HOLLYWOOD PACK

A GREAT DOUBLE THEME PACK OFFERING THE BEST OF HOLLYWOOD, PLUS A COMPENDIUM OF T.V. GAME SHOWS

Pack includes: C64c 1530 Data Cassette, Quickshot II Joystick, The Great Escape, Miami Vice, Platoon, Rambo, Top Gun, Every Second Counts, Blockbusters, Bullseye, Trivial Pursuit, Krypton Factor.

Plus: POSTRONIX BONUS PACK OF £100 OF FREE SOFTWARE

ONLY **£149.99**

+ £5.00 post and packing

ICONTROLLER

ICONTROLLER

Icontroller is semi permanently mounted on your computer console. Icontroller leaves hands on the keyboard while executing Icon commands with your fingertips.

£15.99

COMMODORE ADD-ONS

A) 1750 RAM EXPANSION MODULE FOR CBM 128

Simply plug it into the expansion port on your CBM 128 and 512K Bytes of additional Ram are available.

B) 1351 COMMODORE MOUSE

The Commodre 1351 Mouse is controller designed for use wth the CBM 64/128.

C) 1764 RAM EXPANSION MODULE FOR COMMODORE 64

How do you get a total of 320K Ram on your 64, just plug in the 1764 Module.

A **£149.99** B **£19.99** C **£99.99**

All prices + £5.00 post and packing.

SEIKOSHA PRINTER

SEIKOSHA PRINTER

Compatible with most makes of Commodore computers. Features variety of fonts including graphics and near letter quality, reverse printing, italics, tractor feed and paper seperator. Comes complete with serial cable.

£159.00

+ £5.00 post and packing

STARFIGHTER

Compatible with Sinclair Spectrum, Commodore. Atari Computers. Atari 2600 Video Games Systems.

£14.95

CHEETAH 125+

Compatible with Spectrum. Commodore. Atari 2600 Video System. Atari. Amstrad PC. Amstrad.

£8.95

SLIK STIK JOYSTICK CONTROLLER

Compatible with Atari Computers. Atari Games System. Commodore.

£6.99

RAM DELTA DELUXE MICROSWITCH JOYSTICI

Compatible with Atari computers and Video Games Machines. Amstrad PCW (with adaptor). Spectrum (with adaptor). Commodore.

£9.9

CHALLENGER DELUXE

Compatible with Spectrum (with optional interface). Commodore. Atari 2600 Video System. Atari Computers. Amstrad computers.

£4.99

TAC 5 CONTROLLER JOYSTICK

Compatible with Atari. Commodore.

£13.99

COMPETITION PRO 5000

Compatible with Commodore 64 and Vic 20. Sinclair ZX Spectrum (interface required).

£14.95

TAC 2 CONTROLLER JOYSTICK

Compatible with Commodore 64 and Vic 20. Atari Computers. Atari Game Systems.

£10.99

MICRO HANDLER MULTI FUNCTION JOYSTICK

Compatible with Commodore. Commodor C16/+4 (adaptor required). Atari.

£24.9

ONLY AVAILABLE FROM POSTRONIX LTD

A whole new range of innovative computer covers, made from durable clear plastic. Designed to fit your computer perfectly … not only safe from dust but also all forms of accidental damage.

C64 OLD STYLE	£6.99
C64C NEW STYLE	£7.99
AMIGA 500	£9.99
ATARI 520ST	£9.99
ATARI 1040ST	£9.99

LARGE STOCKS OF SOFTWARE & ACCESSORIES FOR ALL 16 BIT, 8 BIT COMPUTERS – ALSO ALL MAJOR GAME CONSOLES – PHONE (0604) 791771 NOW WITH YOUR REQUIREMENTS.

postronix

TITLE (TICK) MR. MRS. MISS | INITIALS | SURNAME

ADDRESS

SEND YOUR ORDER TO:
POSTRONIX
NENE ENTERPRISE CENTRE
FREEHOLD STREET
NORTHAMPTON NN2 6EW

OR PHONE 0604 791771
24 HOUR ORDER SERVICE

ALL SOFTWARE ITEMS ARE INCLUSIVE OF P/P. ALL HARDWARE ITEMS ARE £5.00.
FOR NEXT DAY DELIVERY £10.00 P/P
(CREDIT CARD & CASH ORDERS ONLY).

CUSTOMER NO (IF KNOWN) | POST CODE

AC/DB/NOV

CATALOGUE ITEM NO.	DESCRIPTION	ITEM PRICE	QTY	TOTAL PRICE

IF YOU REQUIRE A FREE CATALOGUE PLEASE TICK ☐

PLEASE DEBIT MY CREDIT CARD

SIGNATURE ..... DATE .....

(CARD HOLDERS PLEASE STATE EXPIRY DATE)

OR ENCLOSE CHEQUE/ POSTAL ORDER FOR £ CHEQUE PAYABLE TO POSTRONIX

SEE NOTE

TOTAL GOODS
POSTAGE & PACKING
GRAND TOTAL

OFFER APPLIES TO U.K. ONLY. OVERSEAS ORDERS CHARGED AT OVERSEAS RATE.

Some days you just can't get very far into a game. Keith Campbell, as ever, is here to help. News, clues, readers' hints . . . Keith's been toiling over a hot mail bag for this month's Valley helpline.

PERSONAL NIGHTMARE

Horrorsoft's new game seems to be popular in the Netherlands. But Dennis Janssen, from Amsterdam, is stuck in the game and even found difficulty in seeking help from Valley Rescue! "I really don't know what to ask, because I don't know what I have to do next . . ." he writes. Dennis has already achieved a great deal, including a rewarding visit to Ivy Cottage which is more than can be said of Coos Willemsen, from Zutphen, who is out of ideas. Everywhere Coos goes after dark, he gets strangled.

Well, folks, it's just one of those games in which you have to be at different places at the same time, so a good deal of trial and error and replaying is involved. Meanwhile, Coos and Dennis would do well to get hold of the key to the Registrar's office . . .

DEJA VU 2

Back to Dennis again. He can't shake off the drunken hobo who grabs his legs when he tries to enter a building.

FISH

Paul Godden of Farncombe is fishing for clues. He has climbed through the trapdoor in the research wing in his quest for a Photon Bridge. But how on earth will he get back down again?

Paul has another problem, this time with Infocom's *Sherlock*. He cannot pass the denkeeper. He has asked for Akbar, and uttered the password 'swordfish', but he still can't get through. What is he doing wrong?

LEISURE SUIT LARRY

There's a very tricky sequence on top of a volcano towards the end of *Leisure Suit Larry 2*. Chris Kendall from Newport, is sure he is on the right track in trying to make an explosive device; but he keeps getting a messsage that the 'room is not suitable'. A number of other readers have received this message, which is quite misleading. The tricky bit is that, before the correct command will work, Larry must be positioned in exactly the right spot near the crevice. Clumsy, eh?

TIMES OF LORE

Thanks to N. Rossel, from Tegelen in Holland, for coming to the rescue of Mohd Hafiz, who was doing battle with a Grey Abbot back in July. This problem in *Times Of Lore* is not solved with the help of the chime, as Mohd thought, but by using the sphere in the bed upstairs. "A quick way to finish the game," says Mr Rossel, "is to go to the temple, go upstairs, get the sphere, and use it on the Grey Abbot, right at the very beginning of the game!".

LEGEND OF THE SWORD

This one is an adventure packed with problems, and, some fifteen months after its release, I have yet to hear of anyone completing the game. One of the many non-finishers is Klaus Conrad, from Malta, who is trying to kill the worm, can't put out the fire in the shack, wants to enter the cell in the trolls' cavern, and keeps getting shot when he tries to take a boat from the lake. Can anyone help?

POOL OF RADIANCE

Fergaz Daly sent in some help for Michael Birch, but now he needs some help himself. Fergaz has killed what he thinks is a false Thyranthaxus, but has a feeling that it was the wrong thing to do! Was it?

ZAK McKRACKEN

What lengths must one go to in order to pick up a cushion on a plane, Tom Mes wondered, and Marshall Mobley, from Southfield, Michigan, explains. Block the sink with paper from the toilet, turn on the tap, and press the call button. Then quickly go to the front of the plane and microwave the egg. Return to your seat, and when the stewardess remarks on the mess the egg has made, you will be able to pick up the cushion! Meanwhile, Marshall is stuck on Mars, with a key that crumbles to dust when he touches it. The girl says, "I wonder if there is a

INTO THE VAL

locksmith around?". "What the hell is that supposed to mean?" asks Marshall.

REBEL PLANET

And finally, "How do you fix the scooter?" asks Steven Chamberlain, who is playing *Rebel Planet* in the Rhondda. This is probably the most evil problem ever perpetrated in an adventure game, and I'm going to be as evil as author Stef Ufnowski, and refuse to tell you the answer!

If you wish to complain about this, or write to me with your adventure problems, you'll find me at The Valley, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. See you again next month.

COMMENT

There's both good news and bad this month for Amiga-owning Sierra fans, with the news of releases during the next six months. *King's Quest IV* is due in mid November (review next month) and a new *Manhunter* adventure, this time set in San Francisco, is promised for late November. Bad news is that Amiga *Leisure Suit Larry 3*, out on IBM format in mid November, and on Atari ST in late December, does not at present feature on the schedule which runs through to the end of next March.

If you are one of those unlucky adventurers who lost money by the sudden and still unexplained closure of the Adventurer's Club Ltd, then do not despair! One of the keenest (ex) members, Allan Phillips, is planning to help all (ex) members get back what is owed them. To do this Allan needs to hear from as many people affected as possible.

I have undertaken to pass on to Allan the details of all such CU and C+VG readers. So if you are out of pocket send me your name and address (and telephone number if you have one), your ACL membership number, date of last subscription renewal and amount paid, and details of any payment made for mail order software that you have not received. Make sure that these are written on a separate sheet of paper from any other things you may be writing to The Valley. Allan will collate all the information, and later in the year, seek redress through the courts. I'll be keeping you informed of progress! Now, what have you got to say for yourselves this month?

★ Having owned a Commodore 64 for some years, it was with great pleasure I read my first CU magazine the other day. I was particularly impressed with the adventure column compared to some other mags.

How about some interviews with Infocom or other adventure companies? Keep up the good work!

David Fletcher,
Cannock.

Campbell's Comment: Alas, it seems Infocom has ceased to be. Details from Activision are very vague, and there is a possibility that more Infocom games may be produced on an out-of-house basis. Meanwhile, we still have some fresh titles to puzzle over . . . or do we?

★ I've purchased *Zork Zero* and *Arthur*, two Infocom games with the new on-screen hint feature. Well, I've never finished an adventure in less time. I've never liked hintsheets or this on-screen stuff with complete solutions, because I can't stop looking at them. Please, Infocom, no more adventures with on-screen hints.

Coos Willemsen,
Zutphen, Netherlands.

Campbell's Comment: Where's your willpower, Coos? But I know what you mean, they're THERE, aren't they? Talking about hints . . .

★ Ha! You were wrong! When I first started writing to you I was always getting stuck in *Seabase Delta* on my clapped out 64. Well, one time I asked you if the table near the beginning was a red herring, because every time I approached it I'd skid right past it. You told me it was. I've since discovered that you have to wear the flippers to get at it.

There's an old joke still doing the rounds down here: Grow your own dope — plant a Pom!

Mark Barnes,
Zillmere,
Queensland.
P.S. Sorry about the cricket old chap.

Campbell's Comment: Ashes to ashes, cobblers to cobbers . . . Sorry about the rugby sport.

ADVENTURE CLUES

JOURNEY:

Say TAG-LA BRAN-AGRITH to the elf woman.

DEADLINE:

Wait until George goes through the secret door, and give him time to open the safe before pushing the button in the library.

POLICE QUEST:

Dial 0 for a taxi for Sweet Cheeks Marie.

POOLS OF RADIANCE:

Help the bishop with his tunnel. Head for the twisty corridor with the door at the end. The password can be found on Dwarvish runes, and inside are some pipes that must be destroyed.

INGRID'S BACK:

Blow up the steamroller by putting the loaf of bread down the chimney when it is unmanned.

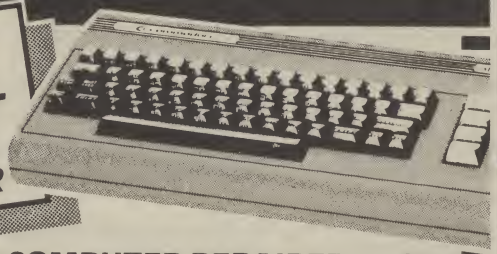
To cause the crew to leave the steamroller, was diversionary tactics at Soggybottom.

REBEL PLANET:

Insert disk into phone in vandalised booth to reveal the correct manhole cover. On Halmuris ask for a Zoddi Special.

LEY

COMMODORE 64 REPAIRS & SPARES



OR BRING IT TO US FOR WHILE-U-WAIT REPAIRS – AROUND 1 HR

NEED YOUR COMPUTER REPAIRED FAST?

FED UP OF WAITING WEEKS FOR YOUR COMPUTER TO ARRIVE?

THEN WAIT NO LONGER-send your computer to us for fast repairs! We offer a full repair service on all these makes-Commodore 128, Commodore 16, Commodore Plus 4, Vic 20.
We also have spare parts available by mail order.
WE DON'T JUST REPAIR YOUR COMMODORE 64-we check loading, sound, memory, in fact fully overhaul your computer for only **£40.00** - which includes VAT, postage + packing, insurance, parts and labour. **NO HIDDEN EXTRAS.** All other models please call us for a quote on the numbers below.

HOW TO SEND YOUR COMPUTER
Just pack your computer, including power supply, in suitable packaging and send it to the address below, enclosing your cheque to the value of **£40.00**-You can also pay by ACCESS/BARCLAYCARD

VideoVault LIMITED

COMMODORE 64/ VIC POWER SUPPLY UNIT

Developed by us- is 1/3 size of conventional power supplies. Just **£35.00** + £2.00 p + p

Send your computers now to–
VideoVault Ltd, Old Kingsmoor School, Railway Street, Hadfield, Cheshire SK14 8AA
Telephone: 04574 66555/67761/69499

© Copyright VideoVault Ltd. No. 987092

Fax: 04574 68946

C64 / 128
Amiga

WAR GAMES, ADVENTURE GAMES SIMULATORS & SPORTS

Strategic Plus Software
Dept. CU
PO Box 8, Hampton, Middx TW12 3XA
Telephone 01 979 2987

STRATEGIC PLUS SOFTWARE

Proprietors: Messrs S. Harper & S. Tunstall

Send £2.50 for *Extensive* Catalogue.

WORLDWIDE SOFTWARE

WORLDWIDE SOFTWARE
1 BRIDGE STREET
GALASHIELS
TD1 1SW

BARCLAYCARD VISA

WORLDWIDE SOFTWARE
106A CHILWELL ROAD, BEESTON
NOTTINGHAM
NG9 1ES

Access

TITLE	AMIGA
3D POOL	16.95
APB	14.95
ACTION FIGHTER	16.95
AFTERBURNER	17.95
AIRBORNE RANGER	16.95
ALIEN LEGION	16.95
ALTERED BEAST	17.95
ALTERNATE REALITY	14.95
AMIGA GOLD HITS	17.95
ANNALS OF ROME	17.95
ARCHIPELAGOS	16.95
ASTAROTH	17.95
BARBARIAN 2	17.95
BARDS TALE 2	17.95
BARDS TALE	7.25
BATMAN THE MOVIE	17.95
BATTLECHESS	17.95
BATTLEHAWKS 1942	17.95
BATTLETECH	17.95
BEACH VOLLEY	17.95
BEAST	16.95
BIO CHALLENGE	16.95
BLOOD MONEY	16.95
BLOODWYCH	17.95
BOMBER	17.95
BREACH	14.95
BRIDGE PLAYER 2000	14.95
BUFFALO BILL GAMES	16.95
CABAL	17.95
CAPONE	21.95
CARRIER COMMAND	16.95
CASTLE WARRIOR	16.95
CHARIOTS OF WRATH	16.95
CHASE HQ	17.95
CHESSMASTER 2000	17.95
CHICAGO 90	14.95
CIRCUS ATTRACTIONS	14.95
COLOSSUS CHESS X	16.95
CONFLICT IN EUROPE	17.95
CRAZY CARS 2	16.95
DATASTORM	16.95
DE LUXE SCRABBLE	14.95
DEJA VU 2	17.95
DEMONS TOMB	14.95
DEMONS WINTER	17.95
DOUBLE DRAGON	14.95
DR PLUMMET	14.95
DRAGON NINJA	17.95
DRAGON SPIRIT	14.95
DUNGEON MASTER 1 MEG	16.95
DUNGEON MASTER EDITOR	7.99
DYNAMITE DUX	17.95
ELITE	16.95
EMPEROR OF THE MINES	16.95
EMPIRE	17.95
F16 COMBAT PILOT	16.95
F16 FALCON MISSION DISK	14.95
F16 FALCON	21.95

TITLE	AMIGA
FAERY TALE	14.95
FALLEN ANGEL	14.95
FANTAVISION	32.95
FAST BREAK	16.95
FERRARI FORMULA 1	17.95
FIENDISH FREDDIES BIG TOP	22.95
FIRE BRIGADE (1 MEG)	21.95
FIREZONE	17.95
FLIGHT SIMULATOR 2	28.95
FOFT	21.95
FOOTBALL DIRECTOR 2	14.95
FOOTBALL MANAGER 2	14.95
FOOTBALL MAN 2 EXP KIT	9.99
FORGOTTEN WORLDS	14.95
FRIGHT NIGHT	14.95
FUN SCHOOL 2 (6–8)	14.95
FUN SCHOOL 2 (OVER 8)	14.95
FUN SCHOOL 2 (UNDER 6)	14.95
FUSION	17.95
GALORAGONS DOMAIN	14.95
GAUNTLET 2	17.95
GEMINI WING	14.95
GOLD RUSH	17.95
GRAND MONSTER SLAM	14.95
GRAND PRIX CIRCUIT	17.95
GUNSHIP	16.95
HEROES OF THE LANCE	17.95
HIGHWAY PATROL	16.95
HOLLYWOOD POKER PRO	18.75
HOSTAGES	16.95
INDY LAST CRUSADE ACTION	14.95
INDY LAST CRUSADE ADV.	17.95
INFESTATION	16.95
INTERCEPTOR	17.95
INTERNAT KARATE +	17.95
IRON TRACKER	14.95
IT CAME FROM DESERT	21.95
JACK NICKLAUS GOLF	16.95
JAPAN SCENERY DISK	14.95
JAWS	14.95
JOURNEY	21.95
KENNEDY APPROACH	16.95
K. DALGLISH SOCCER MNGR	14.95
KICK OFF	14.95
KING ARTHUR	17.95
KINGDOM OF ENGLAND	16.95
KINGS QUEST TRIPLE PACK	17.95
KNIGHTFORCE	16.95
KRYSTAL	21.95
KULT	16.95
LANCASTER	14.95
LAST NINJA 2	17.95
LAZER SQUAD	14.95
LEGEND	14.95
LEISURESUIT LARRY	14.95
LEISURESUIT LARRY 2	21.95
LEONAROO	14.95
LICENCE TO KILL	14.95

TITLE	AMIGA
LOMBARD RAC RALLY	28.95
LORDS OF RISING SUN	21.95
MARBLE MADNESS	7.25
MATRIX MARAUDERS	14.95
MICROPROSE SOCCER	16.95
MILENIUM 2.2	17.95
MINI GOLF	14.95
MONOPOLY DELUXE	14.95
MR HELI	16.95
MURDER IN VENICE	17.95
NAVY MOVES	17.95
NEUROMANCER	17.95
NEVER MIND	14.95
NEW ZEALAND STORY	17.95
NIGHT DAWN	17.95
NORTH AND SOUTH	16.95
OIL IMPERIUM	16.95
OMNI PLAY BASKETBALL	17.95
OPERATION WOLF	16.95
OUTRUN	7.25
PALADIN	21.95
PAPERBOY	14.95
PASSING SHOT	14.95
PAUL GASCOIGNE SOCCER	16.95
PERSONAL NIGHTMARE	21.95
PHOBIA	17.95

TITLE	AMIGA
SHADOW OF THE BEAST	28.95
SHINOBI	14.95
SHOGUN	21.95
SHOOT EM UP CONST KIT	22.95
SHUFFLEPACK CAFE	14.95
SILENT SERVICE	16.95
SILKWORM	14.95
SILPHEED	22.95
SKATE OF THE ART	14.95
SLAYER	14.95
SLEEPING GODS LIE	16.95
SOCCER (OCEAN)	17.95
SPACE QUEST 2	17.95
SPEEDBALL	16.95
SPHERICAL	14.95
STAR WARS TRILOGY	17.95
STARGLIDER 2	16.95
STEIGAR	14.95
STEVE DAVIS SNOOKER	14.95
STORMTROOPER	14.95
STORY SO FAR	14.95
STRIDER	17.95
STRYX	17.95
STUNT CAR RACER	16.95
SUPER QUINTET	16.95
SUPER SCRAMBLE	14.95

CREDIT CARD ORDER TELEPHONE LINES

South, Midlands Wales	Overseas only Nottingham	North, Scotland N. Ireland
0602 252113 (24 hr)	225368	0896 57004 (24 hr)

POLICE QUEST	17.95
POPULOUS	17.95
POPULOUS PROMISED LANDS	7.99
POWERORDME	17.95
PRECIOUS METAL	17.95
PREDATOR	17.95
PREMIERE COLLECTION	21.95
PROSPECTOR	16.96
QUARTERBACK	14.95
QUARTZ	17.95
R TYPE	17.95
RAINBOW ISLANDS	16.95
RAINBOW WARRIOR	16.95
RALLY CROSS CHALLENGE	14.95
RAMPAGE	17.95
REACH FOR THE STARS	17.95
REO HEAT	17.95
REO LIGHTNING	22.95
RICK DANGEROUS	17.95
RISK	14.95
ROBOCOP	17.95
ROCKET RANGER	17.95
RUN THE GAUNTLET	16.95
RUNNING MAN	16.95

SUPER WONDERBOY	17.95
SUPERCARS TEST DRV II	11.20
SWORD OF SODAN	16.95
SWORDS OF TWILIGHT	17.95
TALESPIN	21.95
TANK ATTACK	16.95
TARGHAN	16.95
TEST ORIVE 2 CALIF CHALL	16.95
TEST ORIVE 2 THE DUEL	17.95
THUNDERBIRDS	16.95
THUNDERBLADE	17.95
TIME RUNNER	14.95
TIMES OF LORE	16.95
TOM AND JERRY	17.95
TRACKSUIT MANAGER	14.95
TRAINED ASSASIN	16.95
TRIAD 2	16.95
TRIVIAL PURSUIT GENUS	14.95
TURBO	14.95
TV SPORT FOOTBALL	21.95
UMS	16.95
VERMINATOR	16.95
VIGILANTE	14.95
VOYAGER	17.95

TITLE	AMIGA
WARCRAM MIDDLE EARTH	14.95
WATERLOO	17.95
WAYNE GRETZKY HOCKEY	22.95
WEIRD DREAMS	16.95
WICKED	17.95
XENON 2 MEGABLAST	17.95
XENOPHOBE	16.95
ZAK MCKRACKEN	17.95
ZORK ZERO	21.95

★★★★★★★★★★★★★★★★★★★★★★

10 x 3.5" BLANK DISK 9.95

★★★★★★★★★★★★★★★★★★★★★★

TITLE	C64 CASS	C64 DISK
3D POOL	6.99	10.50
A.P.B.	7.25	9.99
ACTION FIGHTER	6.99	10.50
AIRBORNE RANGER	6.99	10.50
ANCIENT BATTLES	—	16.95
ARCAOE MUSCLE	9.50	10.85
BALLISTIX	6.99	9.50
BATMAN CAPEO CRUSAOER	6.99	10.50
BATMAN THE MOVIE	7.25	10.85
BEACH VOLLEY	7.25	10.85
BLOOD MONEY	6.99	9.50
BLOODWYCH	7.25	10.85
BOMBER	7.25	10.85
CAPTAIN FIZZ	6.99	9.50
CARRIER COMMAND	6.99	10.85
CARRIERS AT WAR	—	16.95
CHAMPIONSHIP GOLF	6.99	—
CHESSMASTER 2000	—	10.85
CITADEL	7.25	10.85
CURSE OF THE AZURE BOND	—	17.95
DRAGON NINJA	6.99	10.50
DRAGON SPRIT	7.25	9.99
DYNAMITE DUX	7.25	10.85
EMLYN HUGHES SOCCER	6.99	10.50
FIRST OVER GERMANY	—	19.95
FIRST STRIKE	6.99	9.99
FORGOTTEN WORLDS	7.25	10.85
G GOOCH ALL STAR CRICKET	6.99	—
GAMES CRAZY	9.99	10.85
GEMINI WINGS	6.99	10.50
GRAND PRIX CIRCUIT	7.99	11.99
GREENPEACE	6.99	10.50
HEROES OF THE LANCE	7.25	10.85
INDY LAST CRUSAOE	7.25	10.85
INTERNAT TEAM SPORT	—	10.85
KENNY DALGLISH MANAGER	6.99	10.85
KICK OFF	6.99	10.50
KINGS OF THE BEACH	—	10.85
LAZER SQUAD	6.99	10.50
LEONAROO	6.99	10.85

MICROPROSE SOCCER	6.99	10.50
MR HELI	6.99	10.50
NEW ZEALAND STORY	7.25	10.85
OCEAN IN CROWO COMP	10.50	13.50
OIL IMPERIUM	—	10.85
OPERATION NEPTUNE	6.99	10.50
OVERRUN	—	17.95
PASSING SHOT	6.99	9.99
PAUL GASCOIGNE SOCCER	6.99	10.50
PHOBIA	6.99	9.50
PROJECT STEALTH FIGHTER	10.85	14.95
QUARTERBACK	6.99	10.50
RAINBOW ISLANDS	6.99	10.50
RAINBOW WARRIOR	6.99	10.85
RALLY CROSS CHALLENGE	6.99	10.50
RED HEAT	6.99	10.85
RENEGADE 3	6.99	10.85
RICK DANGEROUS	6.99	10.85
ROBOCOP	6.99	10.50
SHINOBI	—	10.50
SILKWORM	6.99	10.50
SOCCER SQUAD	6.99	10.85
SPECIAL ACTION	9.50	13.50
SPEEDBALL	6.99	9.50
SPHERICAL	6.99	9.50
STAR WARS TRILOGY	7.25	9.99
STEEL THUNDER	—	13.99
STORM ACROSS EUROPE	—	17.95
STORY SO FAR 2 OR 4	9.99	10.85
STUNT CAR	10.50	16.95
SUPER QUINTET	6.99	10.50
SUPER WONOERBOY	7.25	10.85
SUPERCARS TEST ORIVE 2	—	10.85
SUPREME CHALL SOCCER	9.50	11.99
TEST ORIVE 2	—	13.50
THALAMUS HITS	9.50	13.50
TIMES OF LORE	6.99	10.50
TOM AND JERRY	7.25	10.85
TRACKSUIT MANAGER	6.99	—
TREBLE CHAMPIONS	6.99	—
VIGILANTE	7.25	10.85
WEC LE MANS	6.99	10.50
WEIRD OREAMS	6.99	10.50
WICKED	7.25	10.85
XENOPHOBE	6.99	10.50
ZZAP SIZZLERS	9.50	10.85

★★★★★★★★★★★★★★★★★★★★★★

C64 OCEANIC OC118 OISC ORIVE	112.00
C64/128 OATASETTE UNIT	18.50

★★★★★★★★★★★★★★★★★★★★★★

JOYSTICKS

CHEETAH 125 PLUS	6.95
QUICKSHOT TURBO	10.95
KONIX NAVIGATOR AUTOFIRE	14.99
SPEEDKING AUTOFIRE	10.99

Europe (other than UK) shipping costs are:
£1.50 per disc for normal airmail
£2.50 per disc for express airmail

Please make cheques or postal orders payable to WORLDWIDE SOFTWARE.
All prices include postage and packing in UK.
ADVERTISED PRICES ARE FOR MAIL AND TELEPHONE ORDERS

Outside Europe shipping costs are
£2.00 per disc for normal airmail
£3.00 per disc for express airmail

INTO THE

VALLEY

SPACE QUEST 3

THE PIRATES OF PESTULON

Activision/ Sierra On-Line
Amiga
Price: £24.99

Come the end of October, Roger Wilco will be back in action again, with the Amiga release of Sierra's *Space Quest III*. After his recent brush with Sludge Vohaul, Roger manages to cobble together a spacecraft from bits and pieces in the space breakers' yard and is soon heading at light speed for the planet Phleebhut.

A desert planet of sand and rock, Phleebhut is a tourist attraction in the form of a giant statue, if only you can reach it. Nestling between its huge feet is the World 'o Wonders gift shop, run by a sleazy blue alien who drives a hard bargain. Try to sell him something, and the game enters 'Haggle Mode'; you'll need to pitch your price about right to keep up his interest until you can extract enough cash for your needs.

And cash you will surely need, for you're bound to want to stop off at the Monolith Burger Bar — a space station in the form of a giant hamburger — a sort of Happy Eater for hungry light-speed travellers. Here you can get refreshment that can only loosely be termed 'food', a disappointment made up for only by a game or two on the whackiest arcade machine ever: Astro Chicken!

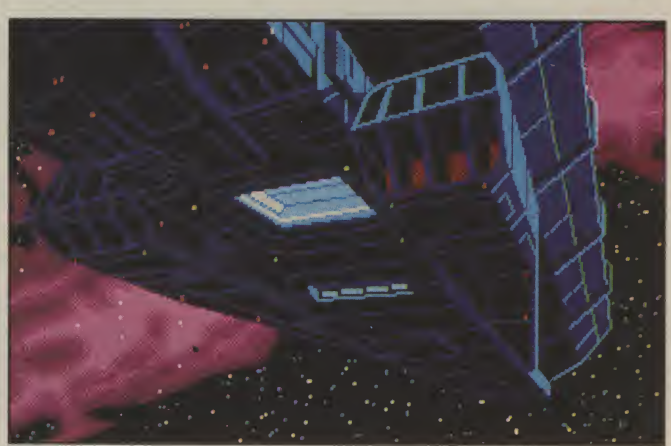
Not an easy game mind you, you have to soft-land a plummetting chicken on a landing pad, controlling the degree of its wing flapping to vary speed and direction of plummet. And the control keys do some fairly wild things!

By the time this innocent little diversion has been successfully concluded, you'll have discovered that the two guys from Andromeda are in trouble, and that you must penetrate the not-inconsiderable defences of Pestulon to rescue them from the clutches of Scumsoft. So next it's off in search of the source of those defences and to render them useless, across some very tricky, unstable rock formations that are likely to fall away from under you, on yet another planet.

Once on Pestulon, your earlier brush with The Terminator (who is under orders to rub you out for non-payment for a whistle in *Space Quest II*) will have proved its worth, for it should have yielded the means for penetrating into the very heart of the Scumsoft empire. Before long, disguised as a janitor, you are negotiating a maze of cost-effective accountants, in a bid to reach the two imprisoned Guys.

By now you are nearing a stupendous climax featuring a gladiatorial contest of Battle Mechs, a spectacular shoot 'em up in space, as you attempt to escape Pestulon with the Two Guys.

Here's a game with plenty of excitement, and humour too. If you enjoyed *SQ1* and *SQ2*, then you'll love *SQ3*. It's undoubtedly the best *Space Quest* yet.

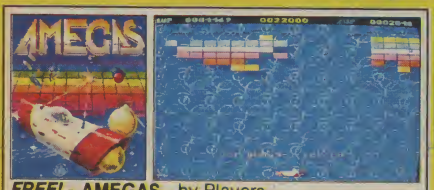


Look to the stars.

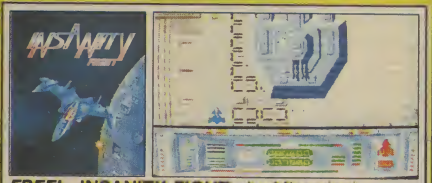
GRAPHICS: 91%
PLAYABILITY: 78%
PUZZLEABILITY: 67%

87%

FREE! TENSTAR PACK WORTH OVER £229!

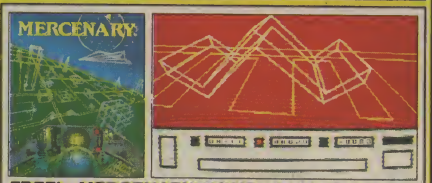


FREE! - AMEGAS - by Players



FREE! - INSANITY FIGHT - by Microdeal

FREE! - ART OF CHESS - by SPA



FREE! - MERCENARY COMP - by Novagen

FREE! - BARBARIAN, ULT WARRIOR - by Palace

FREE! - TERRORPODS - by Psygnosis

FREE! - BUGGY BOY - by Elite

FREE! - THUNDERCATS - by Elite

FREE! - IKARI WARRIORS - by Elite

FREE! - WIZBALL - by Ocean

Commodore AMIGA

£346.95 +VAT= £399

INCLUDES FREE UK DELIVERY

The Amiga 500 is one of a new breed of technologically advanced computers, which are now emerging as the new standard for home computing, based around the new Motorola 68000 chip. The A500 has 512K RAM and a 1Mbyte double sided disk drive built-in. It can be connected directly to a wide range of monitors, or to a domestic TV set through a TV modulator. Designed with the user in mind, the A500 features a user friendly WIMP environment and comes supplied with a free mouse. And, when you buy your Amiga from Silica Shop, the UK's No1 Amiga specialists, you will experience an after sales service that is second to none, including a technical support helpline and free newsletters and price lists. Return the coupon below for our current information pack, which will give details of the Silica service and the very latest Silica Amiga offers. E&OE.

WHY SILICA SHOP?

Before you decide when to buy your new Commodore Amiga computer, we suggest you consider very carefully WHERE you buy it. There are MANY companies who can offer you a computer, a few peripherals and the top ten selling titles. There are FEWER companies who can offer a wide range of products for your computer as well as expert advice and help when you need it. There is ONLY ONE company who can provide the largest range of Amiga related products in the UK, a full time Amiga specialist technical helpline and in-depth after sales support, including free newsletters and brochures delivered to your door for as long as you require after you purchase your computer. That one company is Silica Shop. We have been established in the home computer field for ten years and can now claim to meet our customers requirements with an accuracy and understanding which is second to none. Here are just some of the things we can offer you:

THE FULL STOCK RANGE: The largest range of Amiga related peripherals, accessories, books and software in the UK.

AFTER SALES SUPPORT: The staff at Silica Shop are dedicated to help you to get the best from your Amiga.

FREE NEWSLETTERS: Mailed direct to your home as soon as we print them, featuring offers and latest releases.

FREE OVERNIGHT DELIVERY: On all hardware orders shipped to Silica Shop customers within the UK mainland.

PRICE MATCH PROMISE: We will normally match our competitors offers on a 'same product same price' basis.

FREE TECHNICAL HELPLINE: Full time team of Amiga technical experts to help you with your technical queries.

But don't just take our word for it. Complete and return the coupon below for our latest Amiga literature and begin to experience the Silica Shop specialist Amiga service.

PHOTON PAINT PACK

A500 Computer	£399.99
TV Modulator	£24.99
Photon Paint	£69.95
TenStar Pack	£229.50
TOTAL RRP:	£724.43
LESS DISCOUNT:	£325.43
PACK PRICE INC VAT:	**£399**

1084S MONITOR PACK

A500 Computer	£399.99
1084S Colour Monitor	£299.99
Photon Paint	£69.95
TenStar Pack	£229.50
TOTAL RRP:	£999.43
LESS DISCOUNT:	£350.43
PACK PRICE INC VAT:	**£649**

FREE FROM SILICA

When you buy the Amiga 500 from Silica Shop, you will not only get a high power, value for money computer, we will also give you some spectacular free gifts. First of all, we are now including a TV modulator with every A500 stand alone keyboard, so you can plug your Amiga straight into your TV at home (the modulator is not included with the A500+A1084S pack as it is not required for use with monitors). Secondly, we have added a free copy of Photon Paint, an advanced graphics package with an RRP of £69.95. Last (and by no means least!), so that you can be up and running straight away, we are giving away the sensational TENSTAR GAMES PACK with every A500 purchased at Silica Shop. This pack features ten top Amiga titles which have a combined RRP of nearly £230! Return the coupon for details.

FREE TENSTAR PACK

When you buy your Amiga 500 from Silica Shop, we want to make sure you get the best deal possible. That is why we are giving away the TENSTAR GAMES PACK worth nearly £230, absolutely FREE with every A500 purchased from us. The TenStar Games Pack includes ten titles for the A500, each individually packaged in its own casing with instructions.

Amegas	£14.95
Art Of Chess	£24.95
Barbarian, Ult Warrior	£19.95
Buggy Boy	£24.95
Ikari Warriors	£24.95
Insanity Fight	£24.95
Mercenary Comp	£19.95
Terrorpods	£24.95
Thundercats	£24.95
Wizball	£24.95
	£229.50

TOTAL RRP: £229.50 INC VAT

DO YOU OWN AN AMIGA?

If you already own an Amiga computer and would like to be registered on our mailing list as an Amiga user, let us know. We will be pleased to send you copies of our price lists and newsletters FREE OF CHARGE as they become available. Complete the coupon and return it to our Sidcup branch and begin experiencing a specialist Amiga service that is second to none.

SILICA SHOP:

SIDCUP (& Mail Order) 01-309 1111
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX
OPEN: MON-SAT 9am - 5.30pm *LATE NIGHT:* FRIDAY 9am - 7pm

LONDON 01-580 4000
52 Tottenham Court Road, London, W1P 0BA
OPEN: MON-SAT 9.30am - 6.00pm *LATE NIGHT:* NONE

LONDON 01-629 1234 ext 3914
Selfridges (1st floor), Oxford Street, London, W1A 1AB
OPEN: MON-SAT 9am - 6.00pm *LATE NIGHT:* THURSDAY 9am - 8pm

To: Silica Shop Ltd, Dept CMUSR 1089, 1-4 The Mews, Hatherley Road, Sidcup, Kent DA14 4DX

PLEASE SEND ME FREE LITERATURE ON THE AMIGA

Mr/Mrs/Ms: Initials: Surname:

Address:

Postcode:

Do you already own a computer
If so, which one do you own?

INTO THE VALLEY

Dragonware
Amiga
Price: £24.95

OOZE

With the death of Uncle Cheez, Carfax Abbey, the seat of the Burger family, passed into the hands of Ham. That's you. And now, as you stand in front of the eerie and delapidated building you start wondering about 'the accident' that befell your uncle.

The abbey is apparently deserted, save for a red translucent figure standing on the stairway. It hurls a ball of fire at you as you enter, and promptly disappears. Cobwebs adorn the ceilings, and dust covers the furnishings, undisturbed by the inhabitants — a handful of friendly ghosts!

There's Ludus, Lacelot, Zom Bee, and Marie EnToilet, to name but a few. They all live in dread of the Master Of Evil, Ooze, who has claimed a large part of the old building for himself. And if Ooze discovers there is a human on the premises, both you and the ghosts will suffer. You decide to help the ghosts, and put paid to Ooze forever . . .

Ooze is a text adventure, with graphics and sound, from German software house Dragonware. A lively title tune introduces the game, and suitable sound effects are provided for ghostly laughter, creaking doors, and the such-like.

As for the graphics, (it had to happen sooner or later) the system is identical to that pioneered by Magnetic Scrolls, with the roller blind effect. That is not to say that the pictures themselves are a patch on the magnificent Scrolls' artwork, but they are not too bad. They slide up and down as you move from one location to another, and can be left 'parked' in any position during play by use of the right mouse button.

The screen boasts no pull-down menus at the top, often used in modern systems as short cuts for special commands such as SAVE and LOAD, although most of the common system commands, such as PRINTER, are available when typed as text input. Notably absent is a TEXTSIZE option, a major omission, for reading 80 column white on black text is a fairly eye-straining affair if you're using a TV set.

The rooms are described in great detail, but the descriptions tend to be badly organised, making it difficult to determine the exits and objects at a glance, which is particularly frustrating when returning to a location. Mixed up in these descriptions is an occasional piece of action commentary. I often found myself having to type L immediately, to clarify the room details.

Commentary is in the first person, and although somewhat reminiscent of Rod Pike's adventures, it fails to convey the same depth of atmosphere and feeling. In contrast to this, messages in response to invalid commands are humorous and slightly insulting. With a quirky parser such as this (one which tends to misinterpret the verb and instead display a description of the noun or the room) a smart-arse message to invalid commands is never very welcome.

What is welcome is a text adventure from a new source, and after what I've said, it is not a bad game. You'll certainly enjoy it if a light-hearted haunted house thriller appeals to you.

GRAPHICS: 77%
SOUND: 73%
PUZZLEABILITY: 62%

72%

Software SUPERSTORE

YOUR ONE STOP SHOP

MORE SOFTWARE THAN YOU CAN HANDLE!
MORE HARDWARE THAN YOU CAN USE!

1 meg AMIGA

inc. FREE Modulator & Mouse
PLUS:- Workbench 1.3, Amiga Extras 1.3, Amiga Basic 1.2, Amiga "The Very First", Starglider, Knight Orc, Hell Bent, Zynaps, Eliminator, Powerplay, Custodian, Mercenary, PHOTON PAINT, Quickshot II Joystick, Dust Cover, Mouse Mat & House, 10 SONY Disks, 24 PD Games.

ONLY £499
OR £19* MONTHLY

20Mb A590 HARD DRIVE
With space for 2mb Ram.
ONLY £399
1/2Mb Ram £79.99

A500
Ram upgrade £89.99
WITH CLOCK £99.99

*Subject to Status

FREE
Photon Paint
when you buy an
AMIGA
2nd Drive
OUR PRICE
ONLY £99.99

Commodore 1230 Printer
C64 Interface plus standard Centronics.
ONLY £149.99

STAR Printers
LC10 £169.99
LC10 Colour £229.99
LC24-10 £259.99

FREE CABLE WITH ALL PRINTERS

OCEANIC DISK DRIVE
C64 Compatible
Plus FREE
First World
Logo
Intro to Basic II
Spirit of the Stones
Assembler/Monitor 64
Programmers Utilities
Zork III
Dragonworld
ONLY £129

WHY PAY MORE?
We may not be the very cheapest, But when it's down to service, selection and advice...
WE CAN'T BE BEATEN
Visit us soon and find out why so many wouldn't go elsewhere

MAIL ORDER:- Carriage at Cost
ADVICE HOTLINE
(0782) 268620
for FAST & FRIENDLY SERVICE

VISA | Licensed Credit Broker | Access

SEND S.A.E. FOR CATALOGUE

STOKE-ON-TRENT
11 Market Square Arcade, Hanley
Stoke-on-Trent
Manager: Wayne Tel: 0782 268620
Open 6 Days

SHEFFIELD
6 Waingate, Sheffield
Manager: Tony
Tel: 0742 721906
Closed Thursday

ST HELENS
27 Baldwin Street, St Helens
Manager: Adrian
Tel: 0744 27941
Closed Thursday

STOCKPORT
6 Mealhouse Brow,
(Off Little Underbank), Stockport
Manager: Ray
Tel: 061 480 2693
Closed Thursday

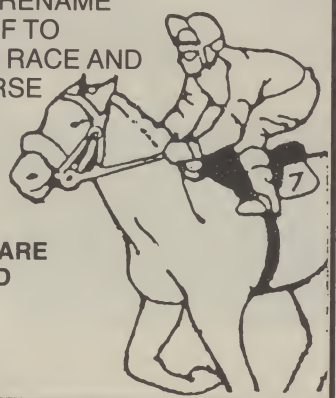
THE RACING GAME

THE SUCCESSFUL SPECTRUM GAME NOW AVAILABLE ON COMMODORE 64/128

AN EXCITING GAME DESIGNED FOR THE HORSE RACING ENTHUSIAST.
MANAGE 15 HORSES TO WIN GROUP, GRADED AND OPEN RACES. SEASON INCLUDES:

THE DERBY — 1000/2000 GUINEAS — THE OAKS — THE ST. LEDGER.

FORM, FITNESS, GOING, DISTANCE, ALL EFFECT RESULTS. TRAIN YOUR HORSES. FULL SEASON OF 80 RACES OR QUICK GAME OPTION. GIVE THE RIDING INSTRUCTIONS TO YOUR JOCKEY. SEE YOUR SEASONS RESULTS AND FINANCIAL STANDING.
FULL BETTING MARKET, PRE RACE REPORTS, STEWARDS ENQUIRIES, RENAME HORSES, RACES OVER 5F TO 2½ MILES. WATCH THEM RACE AND CHEER HOME YOUR HORSE



COMMODORE TAPE £7.95
COMMODORE DISK £8.95
SPECTRUM TAPE £7.95
AVAILABLE BY MAIL ORDER ONLY
SEND CHEQUE/P.O. TO:

TANGLEWOOD SOFTWARE
157 WARWICK ROAD
RAYLEIGH
ESSEX SS6 8SG
Proprietor: J MOSS

MEGASAVE FANTASTIC SAVINGS

COMMODORE 64		NEW ZEALAND STORY	6.60	A.P.B.	13.90	OPERATION WOLF	15.95
3D POOL	D3 6.65	OCEAN COMPILATION	D5 8.95	ARCHIPELAGOS	15.90	PAC LAND	12.90
AFTERBURNER	D3 6.90	OPERATION NEPTUNE	D3 6.90	BAL. OF POWER 1990	15.90	PACMANIA	12.90
ALTERED BEAST	D3 6.90	OPERATION WOLF	D3 6.25	BARBARIAN II	16.90	PAPERBOY	13.90
AM. INDOOR SOCCER	D3 6.90	OUTRUN	D1 6.45	BATTLEHAWKS 1942	16.90	PASSING SHOT	15.90
A.P.B.	D2 6.90	OUTRUN EUROPA	D1 6.95	BATMAN (movie)	16.90	PHOBIA	16.90
ARCADE MUSCLE	D1 9.25	OVERRUN disk	16.90	BEACH VOLLEY	16.90	POLICE QUEST II	15.90
BAAL	D1 6.90	PACMANIA	D3 6.45	BEAST	15.90	POOL OF RADIANCE	16.95
BARBARIAN II	D2 6.45	PASSING SHOT	D2 6.45	BLASTEROIDS	15.90	POPULUS	16.90
BATMAN (THE MOVIE)	D1 6.95	PHOBIA	D2 6.90	BLOOD MONEY	15.90	POPULOUS (Promise Land)	7.40
BATTLES NAPOLEON	dk 16.90	POOL OF RAD disk only	16.95	BLOODWYCH	13.90	POWERDROME	16.95
BEACH VOLLEY	D1 6.90	R-TYPE	D3 6.45	BOMBER	13.90	PRECIOUS METAL	16.90
BLASTEROIDS	D2 6.65	RAINBOW ISLAND	D3 6.90	BUFFALO BILL	15.90	PREDATOR	17.50
BLOOD MONEY	D3 6.90	RAINBOW WARRIOR	D3 6.90	CALIFORNIAN GAMES	16.90	QUARTER BACK	14.90
BLOODWYCH	D2 6.90	REAL G'BUSTERS	D1 6.95	CARRIER COMMAND	15.95	QUARTZ	15.90
BOMBER	D1 7.40	RED HEAT	6.65	CASTLE WARRIOR	15.90	R-TYPE	16.50
CAPTAIN BLOOD	D3 6.45	RENEGADE III	6.65	CONFLICT EUROPE	15.90	RAINBOW ISLAND	15.90
CAPTAIN FIZZ	D2 6.90	RICK DANGEROUS	D3 6.90	DATA STORM	16.90	RAINBOW WARRIOR	15.90
CARRIER COMMAND	D5 9.95	RING SIDE	D3 6.90	DOUBLE DRAGON	13.90	RALLY CROSS	13.90
CHAMP GOLF (D+H)	6.90	ROCKET RANGER (DISK)	12.95	DRAGON NINJA	15.90	RED HEAT	16.90
CITADEL	D3 6.90	RUN THE GAUNTLET	D3 6.65	DRAGON SPIRIT	13.90	RED LIGHTENING	20.90
CONT'NTAL CIRCUS	D3 6.90	RUNNING MAN	D3 6.65	DUNGEON MASTER	15.90	RICK DANGEROUS	15.90
CRAZY CARS II	D3 6.65	SHINOBI	6.90	DYNAMITE DUX	17.50	RINGSIDE	15.90
CUREAZUREBOND	disk 16.90	SILKWORM	D3 6.90	ELITE	15.90	ROBOCOP	16.90
DEMOND WINTER	Disk 13.90	SOCCER SPECTACULAR	8.90	EMPEROR OF MINDS	15.90	ROCKET RANGER	19.99
DENARIS	D1 6.95	SOCCER SQUAD	D3 6.90	F16 COMBAT FIGHTER	15.90	RUN THE GAUNTLET	15.90
DOMINATOR	D3 6.90	SONS OF LIBERTY	disk 16.90	FALCON F16	19.90	RUNNING MAN	16.90
DOUBLE DRAGON	D3 6.45	SPEEDBALL	D2 6.95	FALCON MISSION DISK	13.90	R.V.F. HONDA	15.90
DRAGON NINJA	D3 6.75	SPECIAL ACTION	D5 9.50	FALLEN ANGEL	12.90	SHADOW OF BEAST	25.90
DRAGON SPIRIT	D2 6.90	SPHERICAL	D2 6.95	FANTAVISION	29.90	SHINOBI	13.90
DYNAMITE DUX	D1 7.40	STAR WARS TRILOGY	D5 9.90	FARBYTALE	13.90	SHOOT 'EM UP KIT	19.90
EMLYN HUGHS	D2 6.45	STARRAY	D3 6.95	FEINDISH FREDDY	19.90	SHUFFLEPACK CAFE	13.90
F16 COMBAT PILOT	D6 9.95	STEALTH FIGHTER	D6 9.95	FERRARI FORMULA ONE	17.50	SILKWORM	15.90
FALLEN ANGEL	D3 6.90	STEIGAR	D1 6.90	FOOTBALL DIRECTOR II	12.90	SILPHEED	19.90
1st OVER GERMANY	disk 16.90	STORM ACROSS EUROPE		FOOTBALL MANAGER II	13.50	SKATE OF ART	13.90
FIRST STRIKE	D2.6.90	disk	16.90	FOOTBALL MAN. II exp.	8.95	SLAYER	13.90
FOOTBALL DIRECTOR	6.00	STORMLORD	D3 6.65	FORGOTTEN WORLD	13.90	SOCCER (Ocean)	16.90
FOOTBALL MAN. II	D3 6.45	STUNT CAR	D3 6.90	GAUNTLET II	16.90	SPEEDBALL	15.95
FOOT MAN. II exp. kit	D4 5.45	SUPER QUINTET	D1 7.40	GEMINI WINGS	13.90	SPHERICAL	12.90
FORGOTTEN WORLDS	D1 7.25	SUPREME CHAL.	D6 8.95	GLASGOW SOCCER	15.90	STAR GLIDER II	15.95
GARFIELD/WINTER	D3 6.90	TAITO'S HITS	D6 8.95	GRAND PRIX CIRCUIT	17.50	STAR WARS TRILOGY	16.90
GEMINI WINGS	D3 6.90	TALL GASGOINE SOC.	D3 6.90	HAWKEYE	12.90	STEVE DAVIS SNOOKER	12.90
G. GOOCH CRICKET	6.90	TANK ATTACK	D3 8.95	HEROES OF LANCE	16.95	STIGER	13.90
GRAND PRIX CIRCUIT	D1 7.40	TEST DRIVE II	D6 6.95	HIGHWAY PATROL	15.90	STORM TROOPER	15.90
H.A.T.E	D3 6.95	THE HITS 1986/88	D1 8.90	INDIANA JONES II	13.90	STRIDER	13.90
HEAT WAVE	D5 9.90	THUNDERBIRDS	D3 8.90	INFESTATION	15.90	STUNT CAR RACER	15.90
HERO'S OF THE LANCE	D1 7.20	THUNDERBLADE	D1 6.95	IRON TRADER	13.90	SUPER HANG ON	15.90
HIGH STEEL	D3 6.90	TIME SCANNER	D1 7.20	JAWS	13.90	SUPER QUINTET	14.90
HILLSFAR disk	13.90	TITAN	D3 6.65	JOAN OF ARC	15.95	SUPER SCRAMBLE	12.90
H.K.M.	D1 6.95	TOM AND JERRY	D3 6.90	JOURNEY CENT. EARTH	13.50	SUPER WONDER BOY	17.50
HOSTAGES	D3 6.50	TOTAL ECLIPSE	D3 6.45	K. D'GLISH SOC. MAN.	12.90	SWORDS OF TWILIGHT	17.50
INDIANA JONES II	D1 6.20	TREBLE CHAMPION	6.90	KICKOFF	12.90	TARGHAN	15.90
INNER SPACER	D3 6.90	TYPHOON STEEL	disk 16.90	KINGDOM ENGLAND	15.90	TEST DRIVE 2	16.90
INTER TEAM SPORTS	disk 9.95	VIGILANTE	D1 6.95	KNIGHT FORCE	15.90	THUNDERBIRDS	15.90
JAWS	D3 6.90	VINDICATORS	D2 6.65	KULT	15.90	TIME SCANNER	16.90
JOUR. CENT. EARTH	D1 7.25	WAR MID EARTH	D6 6.95	LANCHSTER	13.90	TOTAL ECLIPSE	15.90
K. D'GLISH SC MAN	D2 6.65	WARLOCKS QUEST	D3 6.95	LAST NINJA II	16.90	TRACKSUIT MANAGER	12.90
KICK OFF	D3 6.65	WEC LE MANS	D3 6.45	LAZER SQUAD	13.90	TURBO	14.90
KINGS OF BEACH	disk 9.95	WEIRD DREAMS	D3 6.90	LEISURE SUIT LARRY II	15.90	UNTOUCHABLES	12.90
LAST NINJA II	D1 8.95	WICKED	D1 7.40	LEONARDO	12.90	VIGILANTE	16.90
LAZER SQUAD	D3 6.90	XENON	D3 6.90	LICENCE TO KILL	13.90	VOYAGER	10.50
LED STORM	D1 6.95	XENOPHOBE	D3 6.90	LIFE & DEATH	19.90	WAR IN MID. EARTH	15.90
LEONARDO	D3 6.90	XYBOTS	D3 6.90	LOMBARD RALLEY	15.95	WATERLOO	15.90
LICENCE TO KILL	D3 6.90	ZAK MAKRAHKEN	disk 10.60	LORDS OF RISING SUN	19.90	WEIRD DREAMS	16.90
MAYDAY SQUAD	D3 6.65	ZAPP SIZZLERS	D1 9.95	MICROPROSE SOCCER	15.90	WELLINGT'N W'TERLOO	15.90
MENACE	D1 6.90			MILLENIUM 2.2	15.90	WICKED	15.90
MICROPROSE SOC.	D5 9.95	**AMIGA**		MR HELI	15.90	XENON II	16.90
MONSTER SLAM	D2 6.90	3D POOL	12.90	NEW ZEALAND STORY	16.90	XENOPHOBE	15.90
MR HELI	D2 6.90	ACTION FIGHTER	15.90	NORTH & SOUTH	16.90	XYBOTS	13.90
NAVY MOVES	6.90	ANGEL OF DEATH	15.90	OIL IMPERIUM	15.90		

Please note, new products will be sent on day of release

Mail Order Only. Postage included Great Britain. Add 75p per item EEC. Overseas add £1.50 per item. Fast service. send cheque/PO to: Megasave, Dept CU, 49H Sutherland Street, Victoria, London SW1 V4JX

Please send for free list of new releases on Amstrad, Atari ST Amiga, Commodore, Spectrum and +3 and P.C. state which list. Future League Ltd.

D=Disk: D1 @ £10.95, D2 @ £8.75, D3 @ £9.95, D4 @ £7.95, D5 @ £13.95, D6 @ 12.45

VISA

CU LETTERS

Engine driver

● I'd like to add my thoughts to the PC Engine debate. I would just like to say that the Amiga is technically better than the Engine. The Amiga has more than eight times its colour capacity and a whole hoard of custom chips. The Amiga has eight channel sound to the Engine's six channel sound. It is true, though, that the Engine has slightly better sprite-handling than the Amiga. I would like to see the Engine running *Blood Money*. The colour would be nowhere as good as the Amigas and everything wouldn't move as smoothly on screen. The intro-sequence would also fall by the way side. My advice is: get an Amiga — not a P.C. Engine.

Dave Goodwin,
Barnsley, South Yorkshire.

The price is wrong

● Why is it that a price difference sometimes exists between Atari ST and Amiga versions of the same piece of software.

A good recent example that springs to mind is Activision's *Wicked*, which is to be priced at £24.99 for the Amiga and £19.99 for the ST. Also, Ocean unvariably charges Amiga owners £5 more than ST owners for the same game.

If *all* software companies charged Amiga owners more than ST owners, then perhaps I might view the circumstance with less hostility. I may even view with sympathy small software companies with low outputs who have to charge the extra in order to make ends meet. But I find it unforgiveable that a huge company like Ocean will exploit Amiga owners as they do. Their argument, I believe, is that there aren't as many Amiga owners as ST owners and therefore it is necessary to charge higher prices for the Amiga version in order to obtain the same revenue from Amiga sales as from ST sales. This obviously holds no water as few other firms see the necessity for price differences.

Also I might add that I myself am constantly put off from buying Ocean products for my Amiga because of their, in my opinion, unjustifiably high prices. It seems that Ocean are actually making the Amiga market for their products smaller because of their very pricing policy.

I am frankly surprised that Commodore permit software houses such as Ocean to continue distinguishing between STs and Amigas in terms of software prices, since this provides an extra incentive for financially constrained computer buyers to turn to STs rather than Amigas!

John Archer,
Ashbourne,
Derbyshire.

Commodore have no control over the individual pricing policy of software houses. Turn to the feature for an in depth answer!

Celebrity

● You must be commended for your July cover and the 'Dark Knights' article. The Arcades section is brill, but I think you should have another celebrity playing a game, like the Tony Cottee interview. How about it Mike?

Anon,
Garston, Watford,
Herts.

Tony seems to have a bit of spare time on his hands at the moment, but we'll give it a try. Next month Salman Rushdie reviews Persian Gulf Inferno.

Over there

● A friend from England recently mailed me a copy of your May 1989 edition of CU magazine. He knew that I am also an avid Amiga user, and he wanted me to compare your magazine with the ones available in Canada. He felt that a North American computer magazine would be superior to anything available in the UK and wanted me to confirm or deny it. I would like to reply to him, and your readers, through your letters column.

CU rates better than any C-64/Amiga games magazine that I have seen in this country. The articles, although written a little tongue in cheek at times, are concise and in depth. The accompanying photographs in the articles are both numerous and large. I counted 35 major reviews, and many more brief game descriptions in the CU issue. Compare that to the five I saw in my former favourite from the US. Two of which didn't have any photos, with a third having one of the game box cover (in black and white).

CU's rating system is simple and easily understood. The magazine is unique in consistently judging a programs "lastability". I have bought several games in the past with rave reviews only to retire them to the dusty shelf in the corner.

The Play to Win section of CU is another feature that I love. Other magazines give you hints, but this is the first time I have seen such detail on how to survive or succeed in specific games.

To conclude, CU magazine has shown me what our magazines should be like. The people of the UK have nothing to fear. CU magazine is on the cutting edge of computer gaming.

Simon Parkinson,
Canada.

What can we say — except that we didn't write this ourselves, honest!

Please send your letters to CU, Priory Court, 30–32 Farringdon Lane, London EC1R 3AU. There's free software for each letter published. Please specify format/drive.

HELPLINE

RESPONSES

Thanks, as ever, to everyone who sent in a letter.

If you want to get hold of a particular solution, poke, hint, tip or listing then send it in to the Helpline and we'll print your enquiry. A selection of replies will be published each month — and the rest we will send on to you.

And, if there's a particular problem with which you think you can help, send your reply to Responses at the same address below.

GUILD OF THIEVES

"The way to open the Opaque Case is by collecting the four coloured dice in the adjacent rooms. Return to the room which has the Opaque Case in it. Examine the case and you should find four coloured slots. Roll each of the coloured dice until they have the number five on the top face. When one die has five on top put it in its correct slot. When all four dice have the number five on the top face and are in their correct slots, the Opaque Case will pop open to reveal the plastic die. I hope this will help the enquirer with his/her problem.

"I also have an enquiry about *Myth* by Magnetic Scrolls. How do I put the poison on the Forbidden Fruit so the lamb will eat it and allow me to sacrifice it?

I have a second problem to do with *Myth*. How do you keep the portals open long enough for you to go through?

I hope you can help as I'm struggling."

Iain Rawson,
Leeds.

SUPER HANG ON

1) type in 750J on the highscore table after you have the best score on the current continent.

2) The characters entered should turn into "....".

3) The cheat mode is now installed.

4) To access the cheat mode screen press the control, left alternate, Z and T while the attract screen turns from the credits screen to the options screen.

5) The cheat mode screen appears when you let go of the T and you will be asked to enter the new coefficients for the turns using the numeric keypad.

6) Once this has been completed it cannot be undone, so it is worth noting the settings begin at 60 for outer turns and 45 for inner.

7) After this procedure your bike now gains a machine gun. It is activated by pressing the Amiga key. The bullets can be used for obliterating your opponants and roadside obstacles, but not checkpoints and goal gates.

Hao-Yin Tsang,
Oxford.

SHADOW GATE

"To get past the bridge there are a couple of things to do.

"In the hallway get the special torch with two rings on it. Don't light it. In the corner of the hallway there is a particular white stone. Open this one. You can now go to a chamber. Use the torch on the left and a secret passageway will be revealed. Cross the stone bridge. Light the torch with the two rings and use it near the wraith. Now you can get a cloak. Wear it to get past the bridge, but first use the ice crystal at the fire.

"Say "EPOR" to the rope; there's also a secret passageway in the wall. Behind the waterfall is a passage, there's also some useful stones lying around. They are to be used with the sling to defeat the Cyclops.

"I've also a question about *Guild of Thieves*. When you are in the bank. How can I get into the office. Where do I use the anticube and the plastic dice.

Bernd Veldhims,
Netherlands.

MANIAC MANSION

After the evil meteor has been taken away by the police, you take Dave. Let him pick up the badge in the prison. Enter the lab and give the badge to the purple tentacle and it will go away. Open the door and enter the next room. Unlock the door with the credit card (the credit card is in the hamster cage in Weird Eds room). Use the suit and turn off the switch.

Jon Butselaan,
Holland.

TARGET RENEGADE

"This is in response to Adam Buriak's enquriy **E6**. This poke will give infinite lives as well as stopping the clock."

```
5 REM HACKED BY EOIN WATERS
10 FOR X = 2592 TO 2626: READ Y: POKE X,Y: A = A+Y
20 NEXT X
30 IF A <> 3875 THEN PRINT "ERROR IN DATA" : END
40 SYS 2592
50 DATA 32, 44, 247, 160, 17, 185, 49, 10, 153, 74
60 DATA 3, 136, 208, 247, 56, 76, 108, 254, 169, 0
70 DATA 141, 133, 135, 96, 72, 152, 72, 32, 75, 3
80 DATA 169, 173, 141, 121, 141
```

Eoin Waters,
Ireland.

ENQUIRIES

PRISON

"I am writing to you to obtain some hints, tips or even a poke or two for a game. The first is called *Prison* on the AMIGA. I need help on how to cross the big hole to get to the railway, I've tried to use the plank but it's still too long to jump, also could you give me a poke for infinite lives.

Marcos A. Moro,
Sydney. **Ref H1.**

DRAGON NINJA

Help! I recently purchased *Dragon Ninja* (Amiga Version) and am having great problems with it. Not only is it more or less impossible to jump, but I can't get pass the end of level baddy on level 4. Please does anyone have a listing for infinite lives or have some helpful tips on how to defeat the level 4 guardian as I can only ever get a couple of hits in on him, unless I have a pair of numchuckas, and even then I can't defeat him. Can anybody help me, PLEASE!!!"

J. M. Bryden,
Surrey. **Ref H2.**

RIGEL'S REVENGE

"Please could you help me, I recently bought *Rigel's Revenge* Budget (Bulldog) game for the C64, but I can't get anywhere at all. I ask for help and it tells you to write to a computer magazine helpline and give it some well needed publicity. I only want to know

PLAY TO WIN

how to get started. I would be grateful for any help."

Adam Francis, Port Talbot. **Ref H7.**

ROCKET RANGER

"On *Rocket Ranger* for the Amiga I have found it practically impossible to get passed the German guards. If anybody has a poke for infinite energy when fighting the German guards, or a poke to get straight to the moon, PLEASE! PLEASE! write into CU Helpline."

Christophe Deville, Richmond. **Ref H3.**

MANIC MINERS

"I am one of CU's newest readers, and am very impressed with your magazine so far. I would REALLY like to find out the solution to get infinte lives on *Manic Miner*.

I have a 64 (cassette) machine. This was the first game I purchased. PLEASE HELP ME!!

Abigail Stead, Doncaster. **Ref H4.**

COBRA FORCE

"I've just bought this game for my Commodore 64 and I'm having trouble getting through the second level, so any poke's for infinite lives or weapons would be appreciated."

Stephen Morse, Bournemouth. **Ref H5.**

POPEYE

"Please help me. On the game *Popeye* I cannot hop onto the Flying Saucer as instructed. I have tried everything and it must be impossible so could someone please help me, I have a C64."

Martin Wain, Farnborough. **Ref H6.**

SAMURAI WARRIOR

I play *Samurai Warrior* but it's very hard. It's a brilliant game with lovely graphics, but please can you help me through the game.

PS, on *Last Ninja 2* how do you jump on the helicopter on the 4th level. I keep getting killed.

J. Scarlett, Leicester. **Ref H8.**

RAMBO

Please could someone help me. I am an owner of a 64 and I need help in *Rambo, First Blood Part II*. I can find the helicopter after releasing the prisoner but after landing in the camp I can't find the prisoners. I have walked around but with no luck. I would appreciate a poke for infinite energy and I would like to know where the prisoners are also.

I also know a cheat for *Platoon*, 64 version. In the tunnel system it says go to the start of side B and press fire. Instead just press fire and it loads the jungle section. Please help.

Paul Harrison, Sutton Coldfield. **Ref H9.**

INTERCEPTOR

I am a lone *FA/18* rookie who needs urgent air assistance with *Interceptor* on my Amiga. I cannot complete mission six, no matter what methods I use I cannot sink the submergable aircraft carrier. I have tried everything, even kamikaze runs. There must be somebody who can help me with some tips, etc, it would be gratefully appreciated.

Perry Wardle, Heanor. **Ref H10.**

ROLLING THUNDER

I hope you can help me with my problem. No matter how hard I try, I cannot get past the fire part on level four of *Rolling Thunder* on my Amiga.

Can anyone help me with an invulnerability poke?

Also, has anyone got an infinite energy poke for *Operation Wolf* because even with the weapons pokes, I still can't get past level two.

Hugh O'Donnell, Galway, Ireland. **Ref H11.**

JACK THE NIPPER II

Hello, Commodore User. I live in the Netherlands, and I have a CBM 64. I have a game called *Jack The Nipper II*. But what is your mission? The parachute is very helpful, but how can you get it? So please can you help me with this. Keep up the good work.

Marc Pleysier, Holland. **Ref H12.**

QUEST FOR THE GOLDEN EGGCUP

I own a cassette driven C64 and I'm having awful problems with *Quest For The Golden Eggcup*. Could someone please, please help me get into the Temple of Doom.

Shane Whelan, Co. Wexford. **Ref H13.**

WANTED MONTY

Although I have a stack of the latest games I still remain a firm fan of Gremlin's *Monty Mole*, and own the trilogy of games.

However since upgrading from a C64 to a C128 (and very soon to an Amiga) I have been unable to get through the original Monty Mole game *Wanted Monty*.

Please does anyone have any pokes which I can use to enable the game to once again be enjoyed by yours truly?

R. Walker, Dudley. **Ref H14.**

SPEEDBALL

Any help whatsoever with Amiga *Speedball* would be appreciated a lot.

Simon Liu, Morden, Surrey. **Ref H15.**

How to use the Helpline

It's easy. Just send in your letter, marking your envelope with the appropriate code number if you are sending a response. Post your letters to Play to Win Helpline, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Oh, and if you're making an enquiry, just write a couple of lines explaining the particular problem, ie why you need a poke, why you would like a particular listing.

The sender of each letter published will get a free piece of software. This month's winners will be getting an Amiga or 64 game (specify drive).

Next month will see another goodie up for grabs. Sorry, but we're unable to respond to individual requests for games.

If you are replying to any of these enquiries don't forget to mark your letter with the reference code for the person you are responding to. If you send in more than one enquiry, please put each on a **separate sheet of paper.** Likewise, if you send in a response but have an enquiry too. That way we can file everything in neat alphabetical files.

HARW

POWERPL

. . NEW . . . NEW . . . NEW . .

AMIGA POWERPLAY PACKS

We have improved the value of our legendary offers with the launch of our new Powerplay Packs which now include the *Mega Release* *Populous, Buggy Boy, Ikari Warriors* and other great software titles. 10 blank disks, Photon Paint and more! *Populous*, the number one game for the Amiga has received rave reviews in all major magazines. C&VG 'Game of the Month', ZZAP 'Sizzler', The Games Machine 'Top Score', Commodore User 'Top Score', ST Amiga Format 'Gold', Ace 'Rated 963', The One '95%', Beat that!

Full pack details are listed below.

POWERPLAY PACK 1

ALL OUR AMIGA A500 PACKS CONTAIN MACHINES WITH THE FOLLOWING STANDARD FEATURES

- 512K Ram
- 1 Meg Disk Drive
- 4096 Colours
- Multi Tasking
- Mouse
- Kickstart 1.3
- Two Operation Manuals
- Workbench 1.3 System Disk
- All appropriate Connecting Cables

THE COMPLETE START-UP PACK

- Populous
- Buggy Boy
- Ikari Warriors
- Barbarian
- Thundercats
- Terrorpods
- Art of Chess
- Wizball
- Mercenary Compendium
- Insanity Fight
- Amegas
- Photon Paint
- Amiga Tutorial Disk
- Mouse Mat
- 10 Blank 3.5" Disk in Library Case
- Quality Amiga Dust Cover
- TV Modulator (Not with Monitor Packs)

★★★★★★ worth £345 ★★★★★★

SEE WHAT WE MEAN ABOUT COMPLETE!

(N.B. Certain games require a joystick)

ONLY...

£399*

* OR SPREAD THE COST WITH OUR CREDIT FACILITIES

ALSO AVAILABLE WITH CBM 1084 MONITOR AT £589.00

POWERPLAY PACK 2

If you thought Powerplay Pack 1 was good value just look at our Powerplay Pack 2!

Only

£599

PACK 2 contains the super "Powerplay Pack 1" plus a Philips CM 8833 Stereo High Resolution Colour Monitor (HIGHER SPEC. than 1084S) See those games - Hear those games . . . WITH ADDED REALITY!

(N.B. Powerplay Pack 2 doesn't include a TV Modulator)

SAVE EVEN MORE WITH ONE OF OUR

4

GRAPHICS HARDWARE

DIGIVIEW GOLD

Digitise static colour images in IFF format at all resolutions from 2 to 4096 colours up to 640 x 400 pixels (requires B & W, or colour with B & W mode video camera, to digitise in colour)

ONLY **£139.95**

PANASONIC VIDEO CAMERA

High quality, high resolution mono video camera. Ideal for digitising, supplied with lens, mains powered

ONLY **£249.95**

CALL FOR DETAILS AND PRICES OF ILLUMINATED COPY STAND FOR VIDEO CAMERA DIGITISING OF STILLS E.G. PHOTOGRAPHS, GRAPHICS ETC.

SUPER PIC

Brand new product, realtime instant colour frame grabber from moving video. Capture superb digitised video images in a range of resolutions from standard composite video source such as your domestic home video recorder or video camera in a 50th of a second. Includes Genlock to overlay Amiga graphics onto moving video. Supports all Amiga resolutions including Interlace and Overscan.

ONLY **£549.00**

MINIGEN

Add computer graphics to your own video easily! Connect to your Amiga's RGB port and domestic video equipment to mix graphics and moving pictures.

MOVIE MAGIC AT ONLY . .

£113.85

POWERPLAY PACK 3

Take our NEW Powerplay Pack 2 and add a Commodore MPS 1230 printer for that 'COMPLETE AMIGA HOME ENTERTAINMENT SYSTEM'

To substitute the MPS 1230 for another printer in our range, simply deduct £139.95 and add the price of the alternative chosen.

only...

£729

POWERPLAY PACK 4

Take our NEW Powerplay Pack 3 replace the games software with an extensive business package . . . THE WORKS - Integrated w.p., mail merge, spreadsheet, pro database, multicolour graphics etc., etc.

To substitute the MPS 1230 for another printer in our range, simply deduct £139.95 and add the price of the alternative chosen.

WE MEAN BUSINESS AT JUST

£729

ACCESSORIES

TAILORED AMIGA DUST COVERS ONLY **£4.95**

(Also available for most monitors/printers etc.)

JOYSTICKS . . .

ZIPSTICK SUPERPRO NEW LOW PRICE **£15.95**

Professional quality with that "Perfect Feel", autofire, 12 month warranty.

MICROBLASTER **£12.95**

COMMODORE . . .

A501 RAMPACK **£139.95**

Genuine CBM 512k EXTRA RAM with real time clock does NOT invalidate Amiga warranty!

CBM 3.5" DS/DD BLANK DISKS **£14.95**

Call for quantity discounts!

Box of ten blank disks

BULK PACKED DISKS

Ten 3.5" DS/DD Disks **£9.95**

OR with library case **£10.95**

Call for quantity discounts!

HARWOOD'S – THE NAME YOU CAN TRUST

ORDERING MADE EASY

ORDER BY PHONE-Simply call our 24hr Hotline using your Access/Visa or Lombard Charge Card.

ORDER BY POST-Make cheques, bankers-building society drafts or postal orders payable to GORDON HARWOOD COMPUTERS (N.B. Personal or business cheques require 7 days clearance from date of receipt before despatch)

PAY AT YOUR BANK-If you wish to pay by Credit Giro Transfer at your own bank, phone for details

FREE POSTAL DELIVERY goods in UK Mainland (5-7 day delivery) OR COURIER SERVICE - Add £5 per major item next working day delivery UK Mainland (Orders normally despatched on day of receipt of payment or cheque clearance

COMPARE OUR SERVICE

After you've purchased from Harwoods we'll still be here to completely satisfy you should any problems arise.

12 MONTH WARRANTY - If goods prove to be faulty within 30 days of purchase they will be replaced with A NEW UNIT. For the remainder of the Guarantee Period, all warranty repairs will be made FREE OF CHARGE!

COLLECTION FACILITY-Any faulty computer or monitor will be collected from your home FREE OF CHARGE within this Guarantee Period!!!

FULL TESTING PROCEDURE-All computers are thoroughly tested prior to despatch.

CREDIT TERMS

Gordon Harwood Computers are licensed brokers and facilities to pay using our Budget Account Scheme are offered on most items. APR 35.2%

12-36 month credit sale terms are available to most adults, simply phone or write and we will send written details along with an application form. (Applications are required in advance.)

Credit terms with or without a deposit can be tailored to suit your needs.

JOOD'S Portfolio

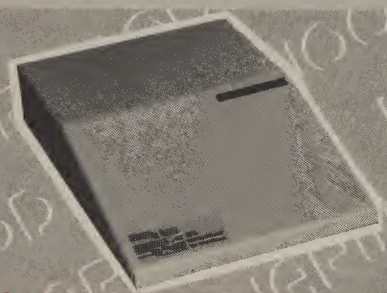
A7

To help us process your order, please quote this number along with the Department code shown in the adress block.

DEALIN' DIEGO'S DYNAMITE DEAL

STAR DEALS ON STAR PRINTERS !!!

This month Diego has shot holes in the prices of the STAR Printer range! At only **£179.95** for a Mono LC10, a remarkable **£209.95** for the COLOUR version and the LC24-10 at a special low price of **£249.95**, you'll SAVE EVEN MORE!!!



30 MEGABYTE A500 HARD DISK

Real power for your Amiga A500, connects directly through sidecar expansion bus. Ultra-reliable, built-in power supply styled to match your Amiga A500.

MEGA STORAGE AT ONLY **£399**

Also available 50 mb version £475

includes 1 yr. replacement warranty FREE, optional 2 yr. available

COMMODORE A590 20Mb HARD DISK FOR AMIGA A500's

- Autoboot on Amiga (1.3 Kickstart only)
- Sockets for 2Mb RAM expansion
- DMA

NEW LOW PRICE! **£379**

VORTEX 40 MEGABYTE HARD DISK

New concept in disk storage

- Amiga A500/1000 (others available)

NEW LOW PRICE! **£499**

HARWOODS SUPERSLIM 3.5" DRIVE

- Throughport
- On/Off isolator switch

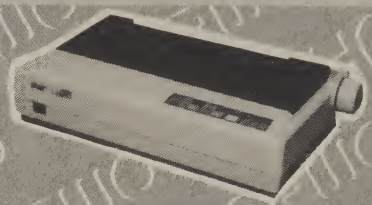
NEW LOW PRICE! **£74.95**

CUMANA DISK DRIVES

CAX 354
3.5" 2nd Drive
£94.95
10 FREE BLANK DISKS (Worth £10.95)

CAX 1000
5.25" 2nd Drive
£129.95
10 FREE BLANK DISKS (Worth £9.95)

SAVE MONEY SAVE DATA!



PRINTERS

All printers in our range are dot matrix and include the following features . . .

Standard centronics parallel port for direct connection to Amiga, PC's, ST, Archimedes etc. Tractor and friction paper feeds and FREE connector cables.

CITIZEN 120D — **Full 2 year warranty**
Very reliable low cost printer, interchangeable interfaces available for RS232 or Serial type for CBM 64 etc. **£149.95**

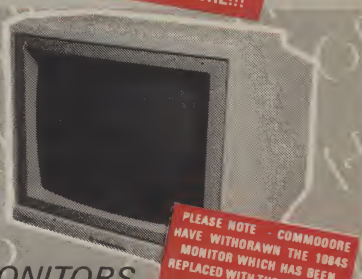
COMMODORE MPS 1230
Manufactured by Olivetti, built in dual Centronics and 64 type serial interfaces. Connects to C64/128/16/+4 and Amiga etc. **£139.95**

STAR LC10 MONO
Multiple font options from front panel, excellent paper handling. C64/128 version available. **£179.95** ~~£190.95~~

STAR LC10 COLOUR
Colour version of the popular LC10, allowing the effect of full colour on screen dumps (requires colour printer driving software). C64/128 version available. **£209.95** ~~£220.95~~

STAR LC 24 10
24 Pin version of the popular LC series with exceptional letter print quality. **NEW LOW PRICE! £249.95**

All our Star printers are full UK spec which are specifically manufactured by Star Japan for sale in the UK only. Please be aware that European spec Star printers are being unofficially imported against the wishes of Star Micronics UK. These printers do not carry a Star UK warranty, and will not be serviced by them should the need arise. These may be unreliable due to mains supply incompatibility. UK spec printers may be recognised by their three pin UK type mains plug which is moulded to the mains cable.



PLEASE NOTE - COMMODORE HAVE WITHDRAWN THE 1084S MONITOR WHICH HAS BEEN REPLACED WITH THE 1084 MONO AUDIO VERSION

MONITORS

PHILIPS CM 8833 STEREO

(Higher spec than 1084S)

Full 14" High Resolution Stereo Colour Monitor

- Twin Speakers
- High Contrast Tube
- Scart Euro-Connector fitted as standard
- Green screen switch for enhanced text mode
- RGB/AI, TTL, composite video and stereo audio inputs
- Can also be used as TV with tuner or VCR
- Supplied with tilting stand
- Compatible with most micros
- With FREE lead for computer of your choice
- Only from Harwoods. 1 year replacement warranty for major faults

£229

COMMODORE 1084

Full 14" High Resolution Colour Monitor

- RGB/AI, TTL, composite video and audio inputs
- Scart Euro-connector fitted as standard
- Supplied with cables for A500, CGA PC, C16-64-128
- Can also be used as TV with tuner or VCR

£209

SOFTWARE

AWARD MAKER PLUS £39.95
Creates certificates and awards in a variety of styles, then prints out in black or colour, landscape or portrait.

PROFESSIONAL PAGE V1.2 £229.95
The ultimate in full colour Amiga DTP packages.

PUBLISHERS CHOICE £89.95
The package contains 'Kindwords V2', 'Pagesetter V1.2', 'Artists Choice' and 'The Headliner'.

X-CAD DESIGNER £99.95
Perfect start in computer-aided design.

AEGIS VIDEO TITLER £99.95
Use with Genlocks, e.g. Minigem etc.

THE WORKS £79.95
Integrated w.p., mailmerge, spreadsheet, pro database, multicolour graphics etc.

WORKBENCH 1.3 £14.95
Latest version of Amiga O.S.

WE STOCK A VAST RANGE OF SOFTWARE - TOO MUCH TO LIST HERE - AT COMPETITIVE PRICES FOR A WHOLE RANGE OF COMPUTERS AND GAMES CONSOLES, PHONE US NOW!!!

24HR ORDER LINE - 0773 836781

VISIT OUR SHOWROOM

Please call to see us where our full range of advertised products AND MORE is on sale. We will be only too pleased to demonstrate any item of hardware or software and a host of peripherals and accessories.

REMEMBER WE ARE NOT JUST ANOTHER MAIL ORDER COMPANY

All prices are what YOU PAY, and there are NO HIDDEN EXTRAS. VAT & Postage are included and are correct at time of going to press.

E. & O.E. Offers subject to availability and are currently advertised prices.

GORDON HARWOOD

OFFICIAL COMMODORE BUSINESS CENTRE

GORDON HARWOOD COMPUTERS
DEPT C U S · 69-71 HIGH STREET
ALFRETON · DERBYS · DE5 7DP
Tel: 0773 836781 Fax: 0773 831040

PLAY TO WIN

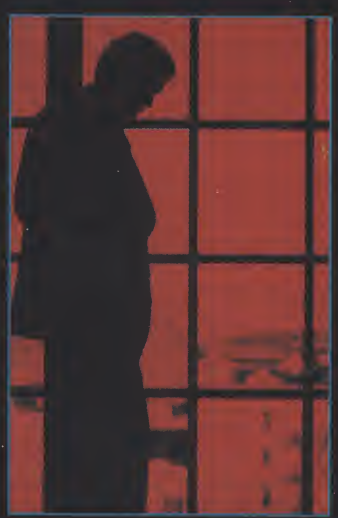
OIL IMPER

The real-life oil industry is a world of board meetings, accountancy and the endless writing and sending of documents. Not so in the fictional world of Oil Imperium. Not only do you get to drill and do paperwork, but in Reline's award winning game you get the chance to hire the famous fire fighter Ted Redhair (!!) and — here's the juicy bit — a whole team of saboteurs to wreak havoc on your business rivals. Giving you hints and tips and generally dishing the dirt this month are Reline's programmers themselves.

To succeed at this game calls for a mixture of guile, gamble and strategic thinking.

There are two ways to play *Oil Imperium*. Play safe or take risks. Start by playing safe and take risks later.

In the first month you should buy only three or four expert reports. Then after having bought a tank for your oil, set out to purchase two oilfields side by side. It involves losing time, but in the end you'll find out which oilfields are worth buying. If you want to play risky, buy your oilfield without the aid of an expert report. This way you'll save money and time — and that will stand you in good stead later in the game. It's a rule of thumb always to start off modestly, keeping your costs *sensibly* low but trying to keep your profits as high as possible.



Before you start the game, think about what you want to do and then think through every single step. If you spend too much time fiddling with menu commands you may not be able to sell your oil for one month.

However, selling oilfields to raise capital isn't really worth it. You need these fields later in the game, and of course you'll need to buy oil tanks before buying oil fields. Bear in mind that several oilfields clustered together can be turned into what is known as a 'combination'. You will achieve economies of scale and be able to drill for oil much more cheaply.

To start with, an average-size tank is big enough, but later you should purchase bigger ones. Start with average tanks to keep check on the amount of space you use. Obviously, though, extra storage is useful if somebody sabotages your tanks.

In order to build up a global empire you have to be able to successfully speculate on the world's commodity markets. Each region has a different market price; therefore it pays to think through and select carefully before selling off production areas.

Oilfield fires, of course, can be disastrous. You can call for Ted Redhair if one breaks out, or save on the cost and fight it yourself. Use more dynamite for larger fires; but move your technician well away from the area once he has set the explosives.

Remember, also, that sometimes newspapers provide you with information before the telephone will.

Start drilling using low pressure. Later, you should always use specialists to save time. Drill as vertically as possible.

Burning oilfields are marked in RED.

It's important that you plan the route for the pipeline BEFORE it's laid.

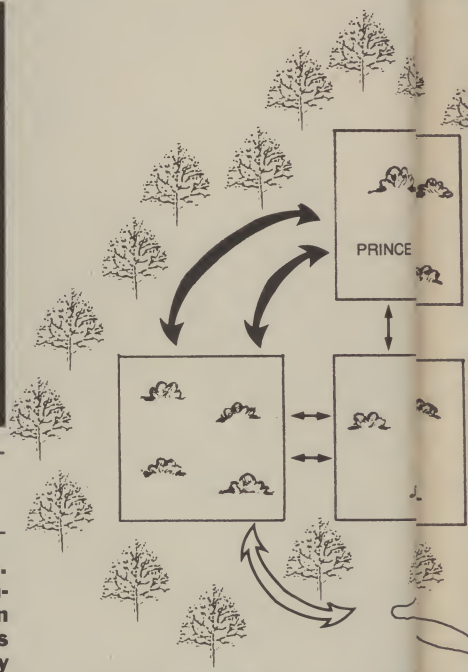
If one player cannot pay his debts other players can help him. For example, other players can buy an oilfield for $10 million, even though it's only worth $5 million. Once the debtor is in the black, he

should pay back this money with interest added.

Oil Imperium gives you the chance to out JR even JR himself.

Contracts can be made with saboteurs. As your client they will offer to blackmail opponent's oil purchasers, rob their banks, blow up oil tanks or set fire to oil fields. It's great fun doing the dirty but don't be too trigger happy: cheap saboteurs are more likely to get caught, and if you do go to court costs can be high, especially during the early stages of the game when your cashflow may be lean.

SLEEPING GODS LIE



Empire's latest is a tough game, combining arcade action and adventuring. Here to help you through it is a complete player's guide and maps for all eight levels.

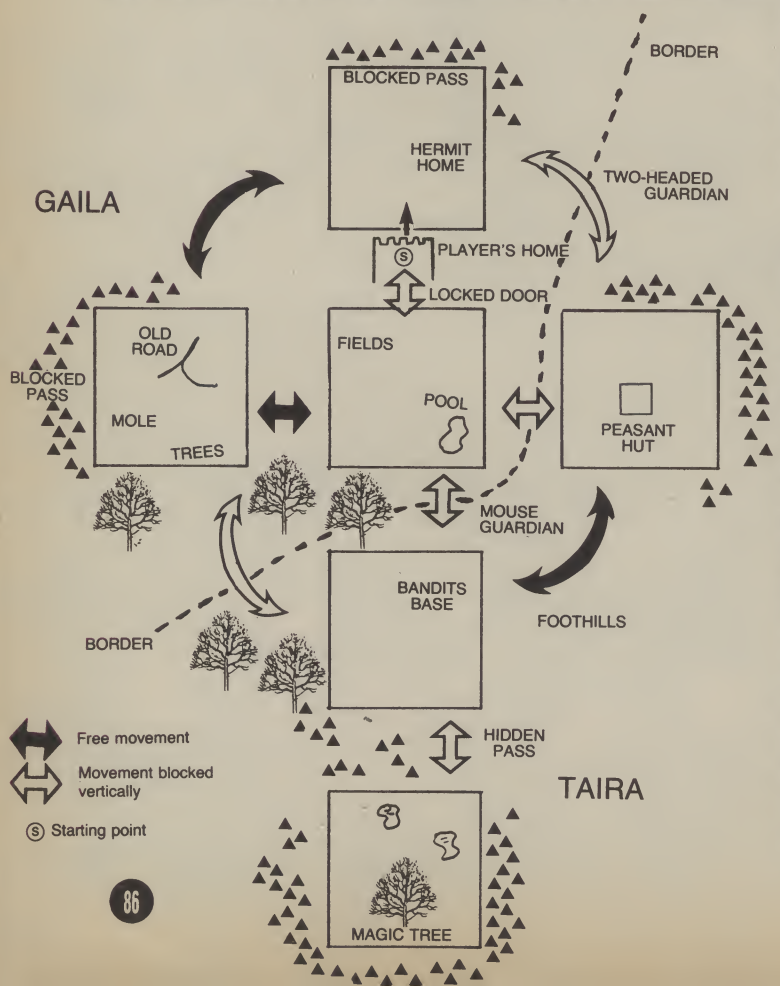
KINGDOM ONE: CAILA AND TAIRA

When you get to the hut, pick up the pebbles and the bowl, and head through the north door. Shoot a bandit if you are attacked and head north to meet the old man. Read the message; then, if you want, you can shoot at the old man. But if you shoot at him twice then he won't give you any more help, which will cause problems later.

Look around for any amunition. You can also eat the red berries from some of the trees. Go to the eastern exit and enter eastern Caila. Inspect the signposts for the old road and the blocked pass to the east.

Head south, you will pass a molehill which contains your back door key. On the southern boundary you will see two closely spaced trees. They won't let you pass if you don't give them water. Go to the west exit to southern Caila. There you will find a pool (on the map), and you can fill your bowl with water there. Go back to eastern Caila and give the water to the trees in the south. You will now be able to go to northern Taira. In the north-east of northern Taira you will find the bandit leader. Shoot him and collect the map that the old man is looking for.

Go to the east exit of northern Taira, and you will arrive in western Caila. In the peasant's hut you will find some mouldy cheese. If you give this to the mousy creatures, they will stop shooting at you and let you through the exits they are guarding. By now, you should have picked up some more weaponry and ammunition, and you should possess a staff sling. This can be used to kill the two-headed creature at the north of western Caila (or the east of northern Caila). When you kill the creature it will drop a circlet of concentration. Visit the old man again, and he will give you a potion which reveals a narrow pass (two closely spaced stones) in the south east corner of northern Taira. The pass lets you through into southern Taira, where, if you approach the magic tree at the centre, you will be transported to the next kingdom.



KINGDOM TWO: SYLVAR

In the first landscape you will meet Prince Gregor, who will follow you about the kingdom. Either travel east or south to one of the next landscapes (by going through one of the closely spaced trees at the east or south boundary), and you will find the entrance to the dwarven caves at the southern boundary of both these levels. In order to climb down, you will need a lantern, which will be dropped by a dwarf which you need to shoot near the cave entrance.

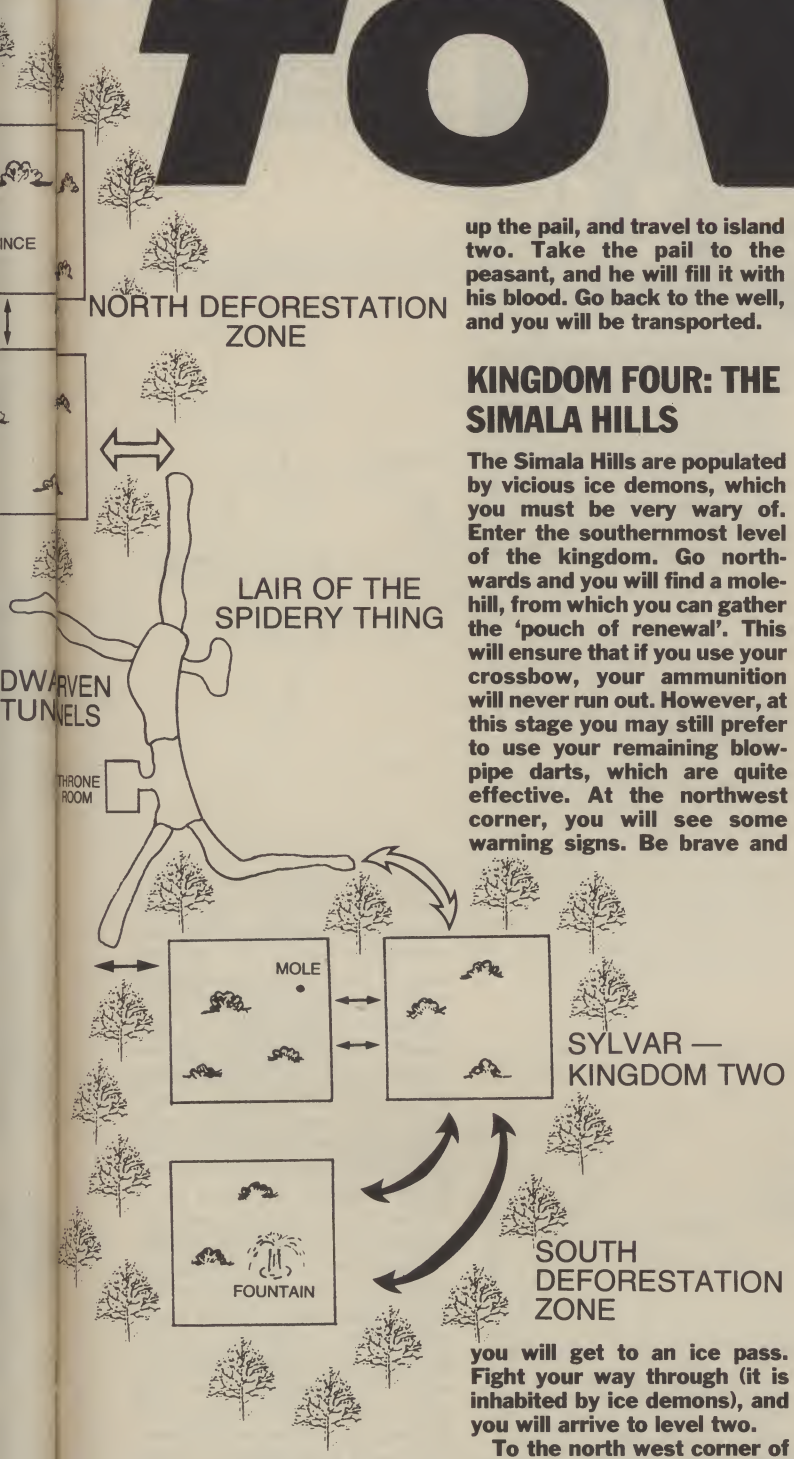
Go down into the caverns and head south. In the second cave, you will find the spider's lair. Pick up a rope with which you can climb out of the caves. Just outside the next large cave south you will find the throne room of the dwarf king. If you shoot him you will find the prince's crown. You can now go back and give the crown to the prince, who will be waiting for you in the vicinity (make sure that you take the correct exit otherwise you will end up in the area either to the east of the cave's entrances or west of where you intended!). The prince will give you some gold.

Go back through the caves to their southern exit. There you will find a molehill where you will find a belt. Strap this on and you will get increased lung capacity. This, combined with the poison darts which you will have picked up, will make the blowpipe a very useful weapon. Go south and you will get to the fountain in southern Sylvar, which will transport you to the next kingdom.

KINGDOM THREE: DELANDA

There are five islands on Delanda — and you have an advantage in that you can see them in the distance across the sea. Note that every time you shoot a seagull it will drop two gold coins. Initially you will need to approach the ferryman, who transports you to a nearby island in return for some gold. Take the ferry to the south (island two); kill one of the druids, pick up his golden sickle and take it to the mistletoe tree at the centre of the island. Collect some mistletoe and find the dying peasant on the ground, see

PLAY TO WIN



what he has to say.

Go to the west through the two stones (island three). Both stones require mistletoe for transport. Go to the ferryman at the southern end to get transport to island four.

Meet the princess, who will give you a ring which will prove very useful later on in the game. You will also find sandals which will make you walk on water. This allows you to get to any island you want.

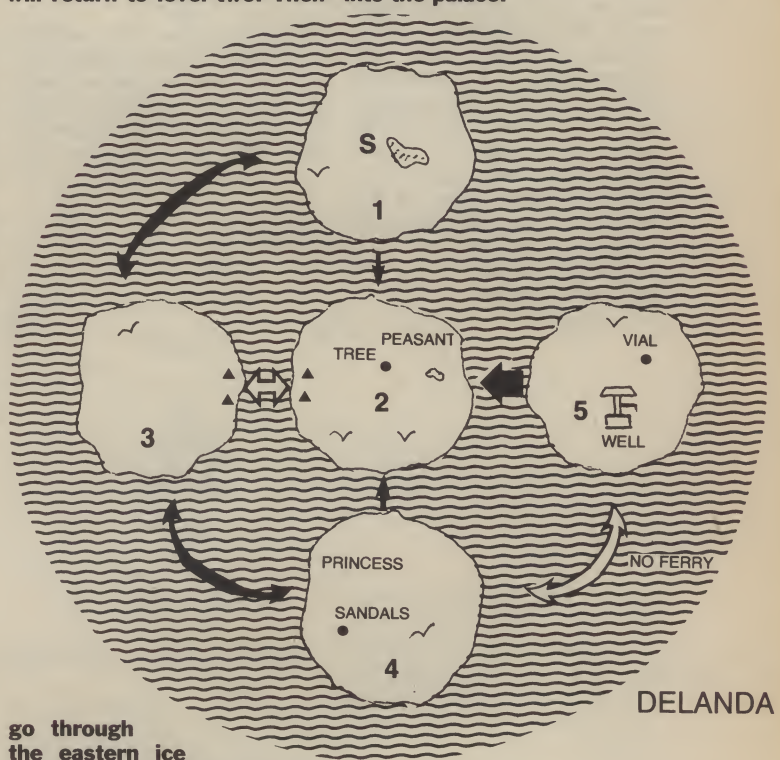
Next, go east to island five, where you will be transported through the well. But before you do so, you will need to pick up the pail, and travel to island two. Take the pail to the peasant, and he will fill it with his blood. Go back to the well, and you will be transported.

KINGDOM FOUR: THE SIMALA HILLS

The Simala Hills are populated by vicious ice demons, which you must be very wary of. Enter the southernmost level of the kingdom. Go northwards and you will find a molehill, from which you can gather the 'pouch of renewal'. This will ensure that if you use your crossbow, your ammunition will never run out. However, at this stage you may still prefer to use your remaining blowpipe darts, which are quite effective. At the northwest corner, you will see some warning signs. Be brave and you will get to an ice pass. Fight your way through (it is inhabited by ice demons), and you will arrive to level two.

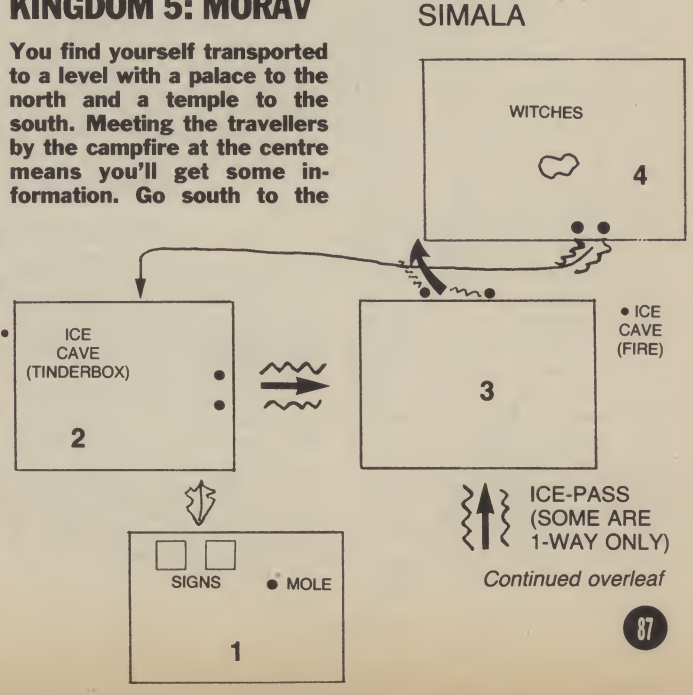
To the north west corner of level two there is an ice cave. Here you will meet the Hermit of Calia, who will give you a tinderbox. He tells you, however, that to start a fire you will have to find a place which is less windy. Leave the cave and head east. At the eastern boundary you will find two boulders marking the entrance to another ice tunnel. Through this tunnel is level three. At the eastern edge of the ice cave you will find some clothing. Now find the boulders at the northern bondary, and you will find another ice tunnel, which takes you to level four.

At the centre of this level you will find the witches, who will give you some hints before igniting into a ball of fire, leaving behind a pile of wood. Go through the ice tunnel to the south of level four, and you will return to level two. Then go through the eastern ice tunnel to get back to level three. The ice cave there is not as windy as the others, so you will be able to light a fire. Then go to the next kingdom.



KINGDOM 5: MORAV

You find yourself transported to a level with a palace to the north and a temple to the south. Meeting the travellers by the campfire at the centre means you'll get some information. Go south to the temple, and here you will find the Archmage and his helper Hyrakis. The Archmage disappears, and you will have to dispose of Hyrakis. He leaves behind a robe, and you must wear this as a disguise to get into the palace.



Continued overleaf

SLEEPING GODS LIE

Go north to the palace, and the guard will let you in. Once inside, go north to the door at the end of the passage. Turn right and take the first door on your right. Inside is the picture gallery, you will find a clue concerning how to get into the door in the south west. Go in and dispose of the two guards. You will collect a chain mail shirt to wear, and the guards will leave behind some musical instruments.

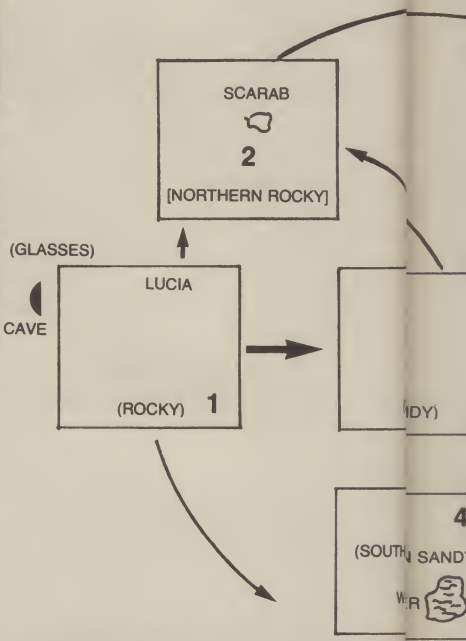
Take the trumpet with you, go back to the corridor, then take the north west exit, leading to the northwards facing corridor. Go to the north exit, and turn east. In the middle of the north edge of this corridor there is another door which leads to the entrance of the throne room. With your trumpet you will be able to get through to the throne room.

As you approach the throne, you will be transported to the next kingdom.

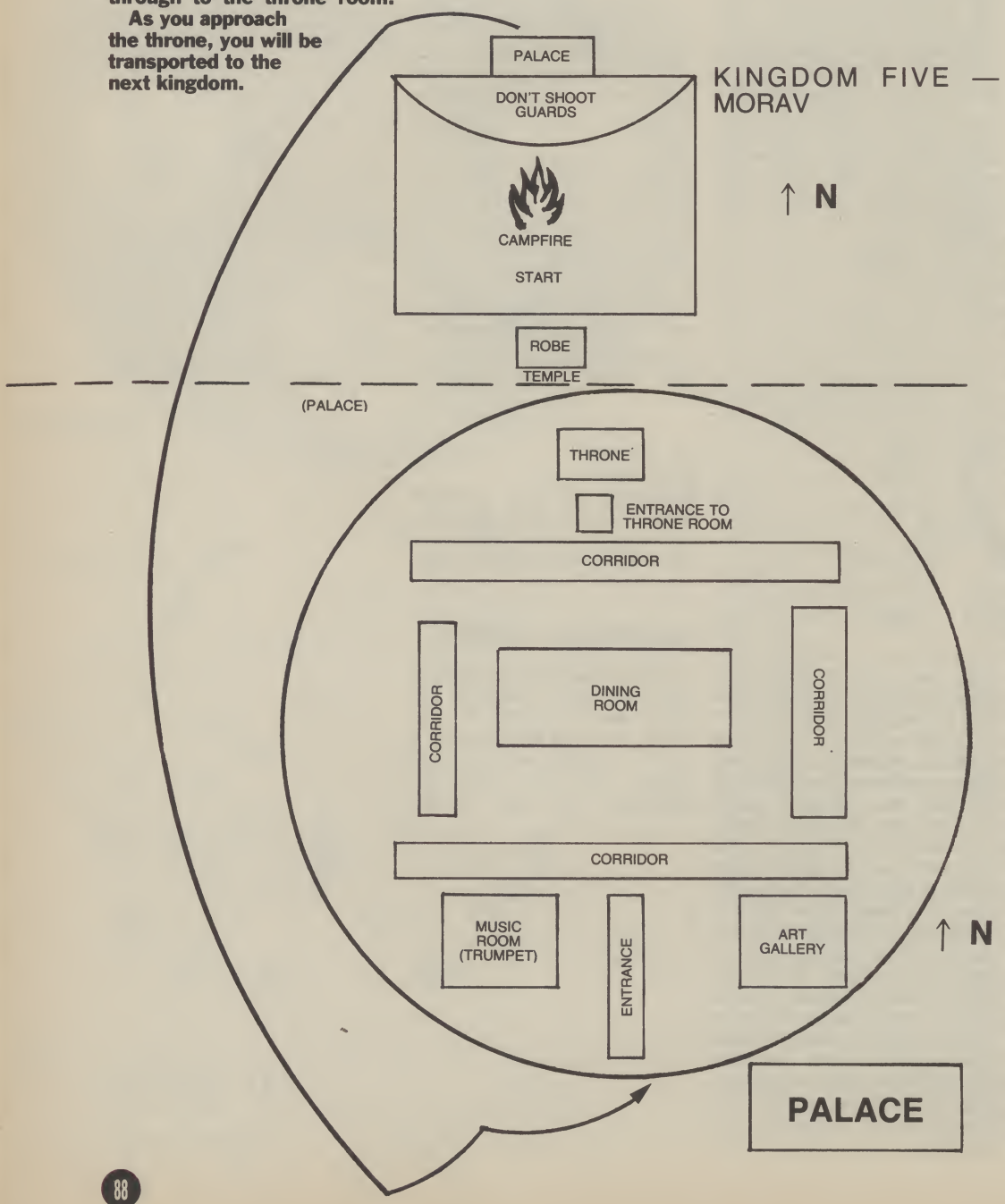
KINGDOM 6: SUNDERABAD

You start in the rocky part of the desert. To the north you will see the Archmage standing with the princess Lucia. Try speaking to her, as she will know that you will have met her sister on the island levels. She will give you some help.

Go into the cave at the eastern side and find the 'glasses of ultimate cool'. These will help to block the worst of the sun's glare. Go through the northern boundary of this level, and you will get to the northern rocky part of the desert. Here you will meet the Great Scarab. She will tell you that you should meet her to the north of the Great Pyramid some time later. You can now go to the north of the Great Pyramid in level five (the eastern sandy part of the desert) and, if you wish, go via the water pools in level four in the southern sandy part of the desert. Note that the daggers which some of the demons drop can be used to get moisture from some of the cacti which dot the landscape. Once you've met Scarab outside the Great Pyramid, you may go.



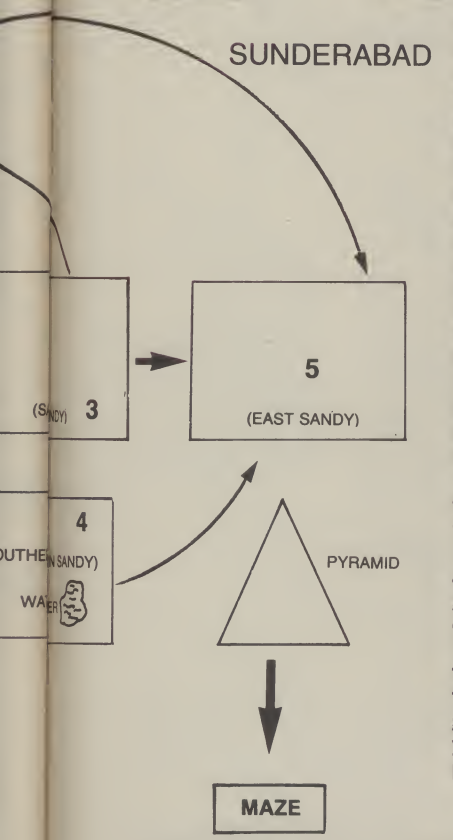
The Scarab will tell you it's arcane secrets of the pyramid. He tells you to find the yellow door, and to use the colour pads. The inside of the pyramid forms a maze. To get through the yellow door, you must have colours red and green activated. It's easy. Find the location of the yellow door, and make sure that you enter the room with the yellow door once both colours are in operation. Once inside the room beyond the yellow door you will meet the Archmage, and he will vanish, revealing a box. You will then be transported to the next level.



KINGDOM 7: THE CATACOMBS OF ESTAMANE

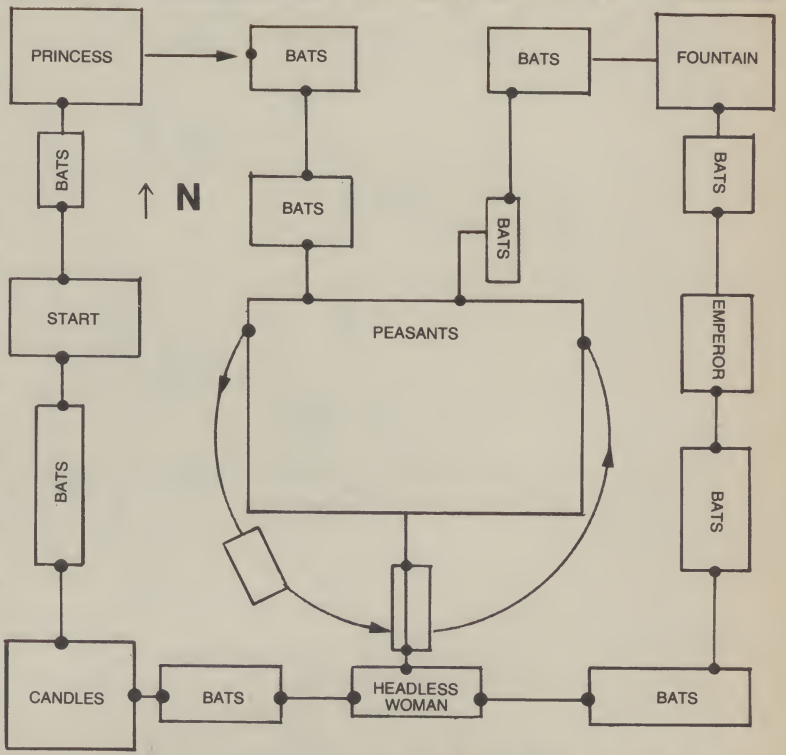
There are twenty rooms and passages in the catacombs, so it is easy to get lost! By disposing of the sorcerer in the first

PLAY TO WIN



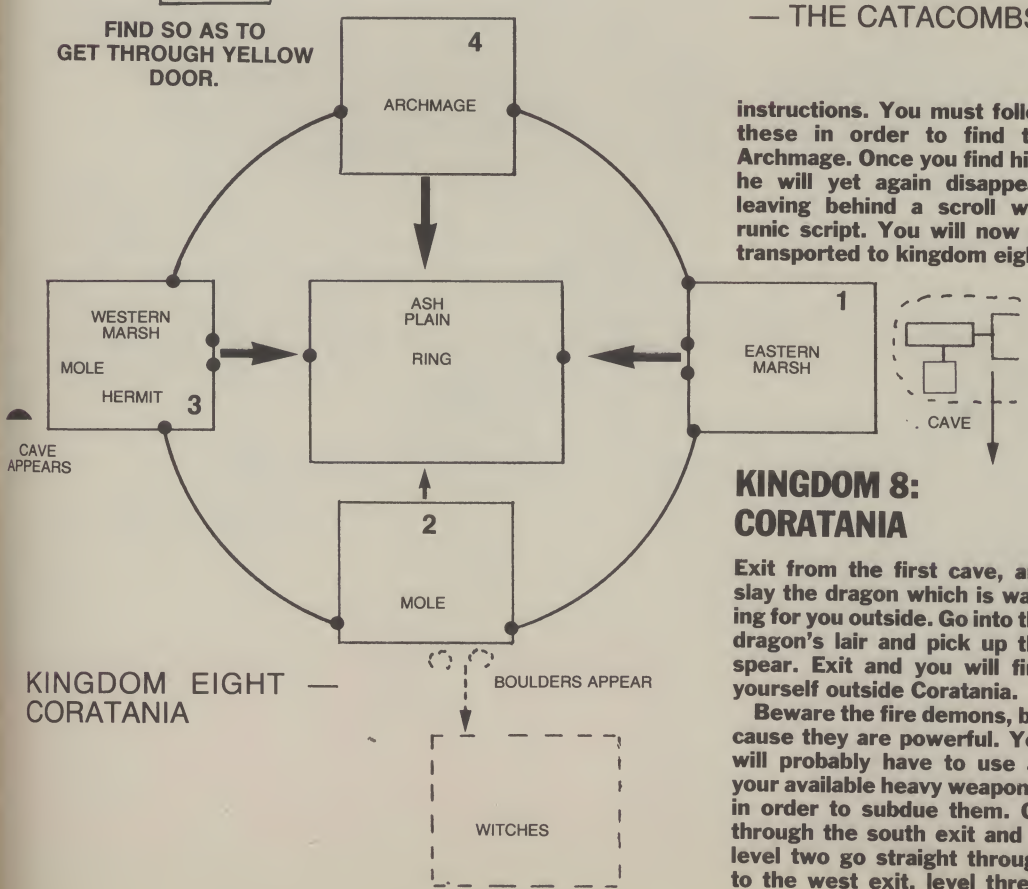
room you will get the fireball wand. Go south, and you will come to the Candle Room. Pick up the flickering candle and head east. In the Room of the Headless Woman pick up the amulet, then head east once more. Now turn north and you will come to the Room of the Emperor's Ghost. He will ask you to bring him his daughter who is at the north west corner of the catacombs. Retrace your steps, and you find that princess Eloise will follow you in search of her father. Go back to the emperor's room, and the two will meet at last, then evaporate!

They will leave behind a bottle which you must take to the fountain to the north of this room. The fountain disappears, and you will need to go to the large room at the centre of the catacombs. Here, you will find the disgruntled peasants rushing towards the fountain. Once they have gone, the three witches who you met in Morav will reappear. They will give you some



KINGDOM SEVEN — THE CATACOMBS

instructions. You must follow these in order to find the Archmage. Once you find him, he will yet again disappear, leaving behind a scroll with runic script. You will now be transported to kingdom eight.



KINGDOM EIGHT — CORATANIA

KINGDOM 8: CORATANIA

Exit from the first cave, and slay the dragon which is waiting for you outside. Go into the dragon's lair and pick up the spear. Exit and you will find yourself outside Coratania.

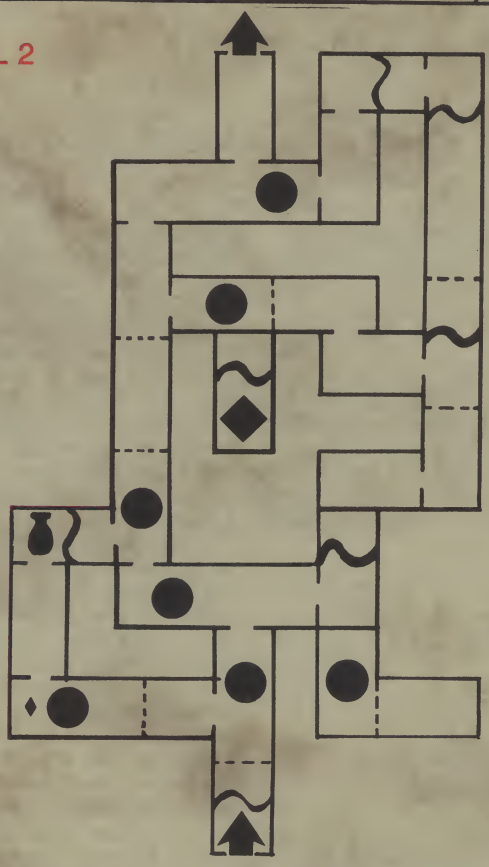
Beware the fire demons, because they are powerful. You will probably have to use all your available heavy weaponry in order to subdue them. Go through the south exit and in level two go straight through to the west exit, level three. Find the hermit, who will tell you to find the ring in the Plain of Ash. You now have to exit from level three by the east exit, past the dying peasants. Keep your eyes peeled, because the ring is difficult to find. Go quickly, otherwise you will catch the plague. The hermit will give you a potion which will heal plague and take you to the molehill at the west of level three.

A cave entrance will appear. Go inside and pick up a suit of armour and a shield. The Kobbolds will then reveal the secrets of Tessera. When they have finished, leave the cave and follow the hermit to the molehill in level two. An exit will now appear to the south. Follow it. You will again meet the three sisters and they will take the ring and convert it into the Ring of Annihilation. This is the only weapon which will kill the Archmage. Head north to kingdom four. Activate the ring — you must be close-up for it to work. The Archmage will disappear, but he has not been killed. You must now go back to the cave in level one, where you will find him again. Make sure that you have at least two charges in your ring. Now is your chance to kill him, so do so.

Raw in idea yet slick in execution, the Amiga Version of *Barbarian II* is a must to be purchased. Here with the maps and tips this month, fresh from the mists of time, is Palace Outlaw's 'axe man' Pete Stone.

LEVEL 1

LEVEL 2



GENERAL

Visiting each and every location in the first three levels isn't essential, but mapping is. You won't have to go to each and every room but you will need to pick up all of the objects (two on each of the first three levels) while taking the most direct route possible between entrances and exits.

A little-known but immensely useful tip concerns the skulls which you'll find on your journeys. Although it appears that your total quota of lives is six, with five life-icons on screen, you can in fact amass lives by picking up the skulls. One skull equals one extra life, so you'll be able to create quite a store.

Beware of the pits which cover the first three levels. You can jump over a pit, or fall down it and lose a life. Needless to say, it's wiser to do the latter; but don't try to jump over one if a monster lurks on the other side, you will rebound off of it and fall to your doom. Quickly walk off screen then re-enter. The monster will mirror your actions, but it'll be up to you to gain the edge — so run (very fast) and jump!

At various locations on all four levels are hideous streams of *Green Gunk*. If you cross their paths you will lose energy, so jump over them. It sometimes happens that you'll get trapped between a stream and a nasty: DO NOT walk forwards, turn around with your face to the monster and lets it push you BACKWARDS across the stream. You will still loose some energy but it won't be appreciable.

In *Barbarian II* you have to do an awful lot of hack 'n' slashing. Various fighting moves are quite spectacular, but often it's two of the simpler moves — the low chop and the overhead chop — which are the most effective. With each of the difficult monsters there will be a particular move, or combination of moves, which is best to deploy.

MONSTERS

You'll encounter six categories of monster on each of the first three levels, some are very easy others are deadly. There isn't any general hint as far as nasties are concerned, but do remember that you don't have to visit every location. If you have no particular business being in a spot where a monster awaits then the best thing to do by far is to simply walk away. However, there are specific tips for individual types of monsters, and what follows is a level-by-level guide to thwarting them.

LEVEL ONE

Stabbers you don't have to fight — with a bit of skill you can jump over them, and normally you'll have to fight them only if they're guarding an object you want. If you do have to fight, do a kick then use a low chop.

The *Saurian Beasts* are the largest and most vicious nasties on level one. One false move and they'll bite off your head, so don't stand up; your best bet is to execute a low chop whilst kneeling.

When you encounter the *Neanderthal Men* do two low chops to knock one back, then swiftly move in for the kill with a flying head chop. Decapitation's the result.

The moves to kill the next two groups are relatively straightforward. Low chop the *Floaters* and repeat the following moves until an *Ape* is dead: low chop, followed by kick, low chop and so on . . .

The *Mutant Chickens* have a very odd name and even odder movements. It's precisely the way in which they move so erratically which makes them formidable foes. Keep on doing low chops, wearing them down until they make a false move. More than likely, you'll end up cutting one in half!

LEVEL TWO

The *Orc Guards* require an

BARBARI

overhead chop but make sure that you don't get cornered. If you do then you're sure to get a good kicking. If an Orc Guard tries to stab you do a low chop then continue with overhead chops.

Slithering Things squirm across the ground. Chop off their heads with good low chops; use the same tactics with *Crabs*, which you should find easy meat. And as for *Stingers*, the only worthwhile move with these is an overhead chop.

If you really must tackle a *Carnivore* try a low kick and pray. Carnivores are among the most fearsome of monsters in the game because they get you helpless on the ground then gobble you up. AVOID them at all costs. You *can* jump over them but it's *very* difficult. *Cave Trolls*, however, you might imagine that you can jump over. Wrong. Try a low chop instead.

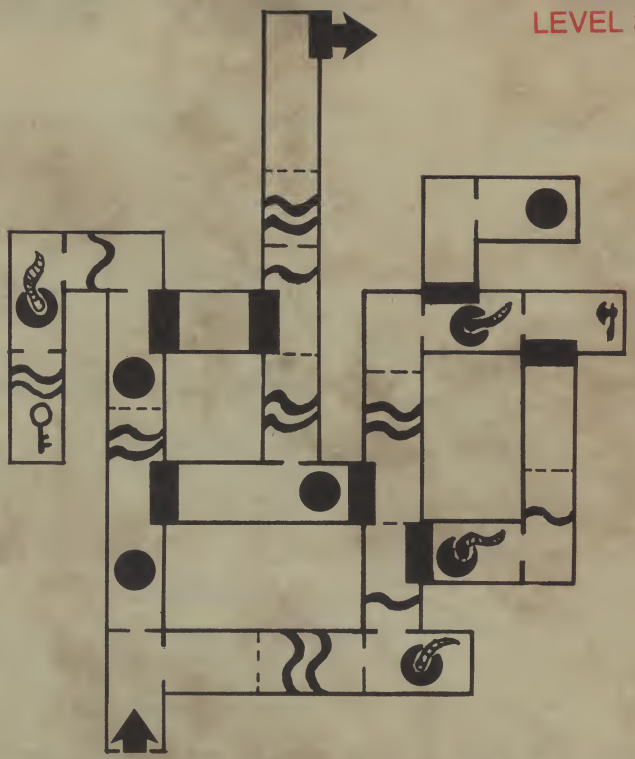
LEVEL THREE

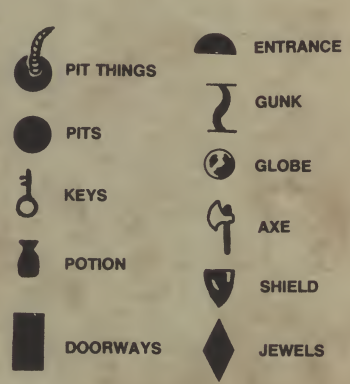
All of the monsters can walk or slither around, all of them that is except the *Pit Things*. The *Pit Things* lurk in holes on the ground and swipe you with their tentacles. Timing is essential. The best thing to do is to run and to jump as the tentacles withdraw into the pit.

On the other hand, *Gobblers* are relatively easy to get rid of. Kick them or aim low chops and cut off their heads. Beware, however, the *Orclets*, who are wild, erratic and crazy. Use low chops, or if cornered by one kick it. You'll have the same basic problem with *Giant Grubs* — but wait until one jumps at you then do a low chop (I repeat, do a *low* chop, *even* though the grub will be up in the air).

And now for one of those spectacular moves which I mentioned. You will need to perform a well-timed flying neck chop to kill one of the *Dungeon Masters*. Be in no doubt, a *Dungeon Master* is a very nasty piece of work. If one tries to punch you do a low chop; if you get kicked, wait until he moves back and then perform your spectacular stunt. The result, by the way, will be pretty spectacular, too: his heart will burst.

And finally, the *Eyes* have it on this on this level, or rather they don't (have an easy time of it). If you come across one, give it an overhead chop.





LEVEL FOUR

You'll start each level with the same number of lives that you finished the previous one with. So if you don't finish level three with a significant number of lives then count your blessings and forget about the final level. It's very tough. Also, don't bother unless you've picked up all six objects from previous levels.

If you do decide to soldier on, on the first screen it's time for the old backwards-rather-than-forwards trick which you deploy with the *Green Gunk*.

Onwards to the mega-fiends . . . stand back and execute a flying neck chop to the *Great Demon*, followed swiftly by a low chop. Pull back and do these moves again. If the going gets tough, retreat after the neck chop.

Finally, align your character with the corpse which hangs on the wall. Time a flying neck chop to coincide with *Drax* ceasing fire — then hope for the best. *Drax* is a very tough cookie, and it's instinct more than anything which will see you through the battle with him.

POKES

AMIGA

BLOOD MONEY

Using Andy Grifo's cheat make's life a lot easier but you can't save your name on the high score chart. Watch out for money-munchers as they are so quick you will find they come in groups. Around 2-4 together. If you have loadsa weapons and your shields are down don't buy an extra life, get your shields replenished because what's the extra life going to do if you lose that brilliant armament? On level 1 don't buy neuron bombs as they make the cantilever wheels spin like crazy even if they are effective on other aliens. On the level 1 guardian you must shoot it in the centre of the orb. While on level 2 you must also shoot it in the head. But be warned, the jets of fire are deadly, and there are 3 hissing monsters. The best way to deal with these monsters is to hit them in the back but watch their twisting bodies or you will be in serious trouble. Level 3's guardian is tricky. Dodge his flak and at the same time shoot the globules of his head. He will now start to bleed but even so you must hit him in the mouth for several more times before he dies. Finally the level 4 guardian. He looks like Mukor out of Blasteroids and it's the same objective, shoot those suckers off his head. Unlike in *R-Type*, even if the guardian is dead you will still lose a life if you make contact with him so be warned. Another devious problem are the radio beacons. Try and kill them as quickly as possible or you will be in trouble.

Radio beacons = 25
Walkers = 25
Submarines = 25
Centipedes = 25
Other nasty creatures = 25
Most major spaceships = 10.

If you really want to win just learn those attack waves.

Simon Liv,
Surrey.

More pokes for your page this issue with some corking cheats for the latest games. Our gratitude goes to messrs Pugh, Slack, Fraser and Fraser and to the rest of you who wrote in with your help. Send your tips and maps to CU at the address opposite.

PAPERBOY

Boot up Amiga Basic and type in and Save the listing for future use. You will be given a choice of 3 options, once chosen the game will boot.

```
10 REM — Cracked By Andy Grifo, PAPERBOY VO.1 —
20 checksum = 0: total = 538663: crack = 521546
30 START = 521472: FINISH = START+147: GOSUB 50
40 GOTO 90
50 FOR n = START TO FINISH STEP 2
60 READ a$ : a = VAL ("&h"+a$)
70 checksum = checksum + a
80 POKEW n,a : NEXT n :RETURN
90 PRINT "Your Checksum = ";checksum
100 IF checksum <> total THEN PRINT "Data Error.":END
110 PRINT "Insert Paperboy in Drive 0"
120 PRINT "and Cancel both Requesters"
130 PRINT "PRESS CORRESPONDING KEY WHEN READY"
140 PRINT "(1) Infinite Men"
150 PRINT "(2) Infinite Men & Infinite Papers"
160 PRINT "(3) Disable Background & Sprite Collision"
170 INPUT "WAITING—: ",grifo
180 IF grifo = 2 THEN POKEW 521506, 20081
190 IF grifo = 3 THEN POKEW 521530, 20085: POKEW 521506, 20081
200 CALL crack
210 DATA 41fa, 000e, 23c8, 0003, 00b6, 4ef9, 0003, 000c
220 DATA 41fa, 000e, 23c8, 0004, f1a0, 4ef9, 0004, f01c
230 DATA 33fc, 5350, 0000, 3c68, 33fc, 4e71, 0000, 3920
240 DATA 33fc, 4e71, 0000, 217c, 33fc, 41fa, 0000, 3588
250 DATA 6100, 003a, 4ef9, 0000, 0800, 2c78, 0004, 2e3c
260 DATA 0003, 0000, 207c, 00fe, 88c0, 43fa, ffa4, 43e9
270 DATA feba, 303c, 0145, 12d8, 51c8, fffc, 23fc, 2007
280 DATA 4e71, 0007, f3fc, 4ef9, 0007, f3d0, 323c, 0010
290 DATA 303c, ffff, 33c0, 00df, f180, 51c8, fff8, 51c9
300 DATA fff0, 4e75
```

Andy Grifo.

FRIGHT NIGHT

This program will make you immune to anything. Type in and save the program to disk. When you have done this you can run the program.

Listing

```
10 REM ★★★ FRIGHT NIGHT CHEAT (C) DAVID SLACK ★★★
20 CHECK = 0
30 CHEAT = 768&
40 FOR N = CHEAT TO (CHEAT+120) STEP 2
50 READ A$
60 A=VAL ("&h"+A$)
70 CHECK=CHECK+A
80 POKEW N,A
90 NEXT N
100 IF CHECK <> 528590& THEN PRINT "ERROR IN DATA":END
110 PRINT: PRINT "PLEASE INSERT YOUR FRIGHT NIGHT DISK IN DRIVE 0"
120 PRINT: PRINT "THEN PRESS THE LEFT MOUSE BUTTON."
130 CALL CHEAT
140 DATA 33F9, 00DF, F006, 00DF, F180, 0839, 0006, 00BF
150 DATA E001, 66EC, 2C79, 0000, 0004, 43FA, 0052, 4EAF
160 DATA FE68, 2C40, 41FA, 003C, 2208, 343C, 03ED, 4EAE
170 DATA FFE2, 2200, 243C, 0006, 0000, 363C, 0892, 4EAE
180 DATA FFD6, 41FA, 000E, 23C8, 0006, 073E, 4EF9, 0006
190 DATA 0024, 23FC, 4E71, 6000, 0005, D5EA, 4EF9, 0005
200 DATA 8014, 4446, 303A, 4652, 4947, 4854, 0000, 646F
210 DATA 732E, 6C69, 6272, 6172, 7900
```

David Slack,
Ditton,
Maidstone.

64

GEMINI WING

Enter and run this short listing and follow on screen prompts to load Gemini Wing with infinite lives.

```
0 REM GEMINI WING CHEAT BY H M PUGH 1989
1 FOR X = 283 TO 315: READY: C=C+Y: POKE X,Y: NEXT
2 IF C = 3449 THEN POKE 157, 128: SYS 283
3 PRINT "DATA ERROR"
4 DATA 32, 86, 245, 169, 1, 141, 42, 4, 96, 72, 77
5 DATA 80, 32, 169, 173, 141, 122, 17, 162, 4, 189, 35
6 DATA 1, 157, 203, 81, 202, 138, 208. 246, 76, 40, 8
```

The Passwords

On the title screen press the 'P'

PLAY TO WIN

key and enter any of these Passwords to start on the respective round.
Round 1 COKECANS
Round 2 MR.WIMPY
Round 3 CLASSICS
Round 4 WHIZZKID
Round 5 GUNSHOTS
Round 6 DOODGUYZ
Round 7 D.GIBSON
H.M. Pugh

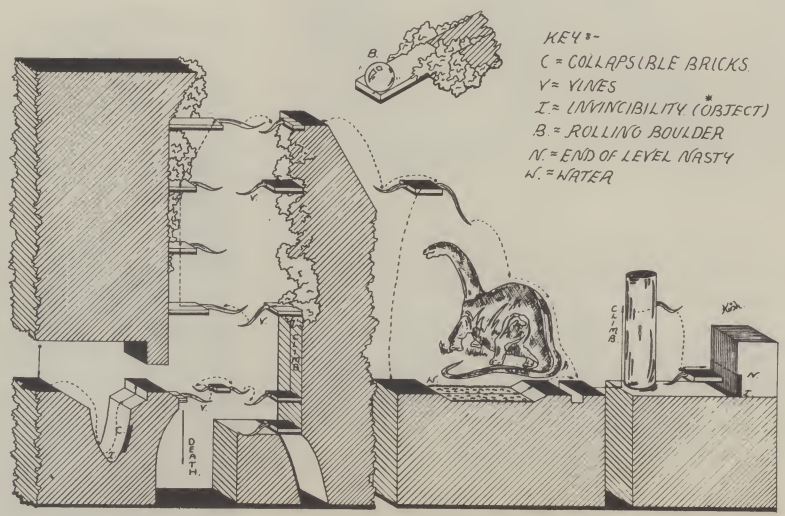
SHINOBI

```
0 PRINTCHR$(147)
1 FOR I = 304 TO 343: READA$
2 L = ASC (LEFT$(A$,1)): L=L-55: IFL <5 THEN L=L+7
3 R = ASC (RIGHT$(A$,1)): R=R-55: IFR<5 THEN R=R+7
4 V=(L★16)+R: C=C+V: POKE I,V: NEXT
5 IFC <> 3050 THEN PRINT "DATA ERROR!": END
6 PRINT "SAVE LISTING FOR FUTURE USE."
7 PRINT: PRINT "SYS 304 TO START."
10 DATA 20, 56, F5, A9, 40, 8D, 29, 04, A9, 01
11 DATA 8D, 2A, 04, 4C, 40, 03, A9, AD, 8D, 75
12 DATA 08, A9, A0, 8D, 77, 08, A9, 1C, 8D, 78
13 DATA 08, 4C, 0D, 08, 00, 00, 00, 00, 00, 00
READY.
```

Type in the listing and 'run it'. Follow the on screen instructions. The listing gives infinite lives.
Tim & Ian Fraser.

NEW ZEALAND STORY

To access the cheat mode on this great new game from Ocean, just press TRY CHEATING (Including the Space) keys together while on the title screen. The border should turn grey and when you start the game you have infinite kiwi's and the ability to skip to the next level by pressing ←!!
Kendal May, Faversham.

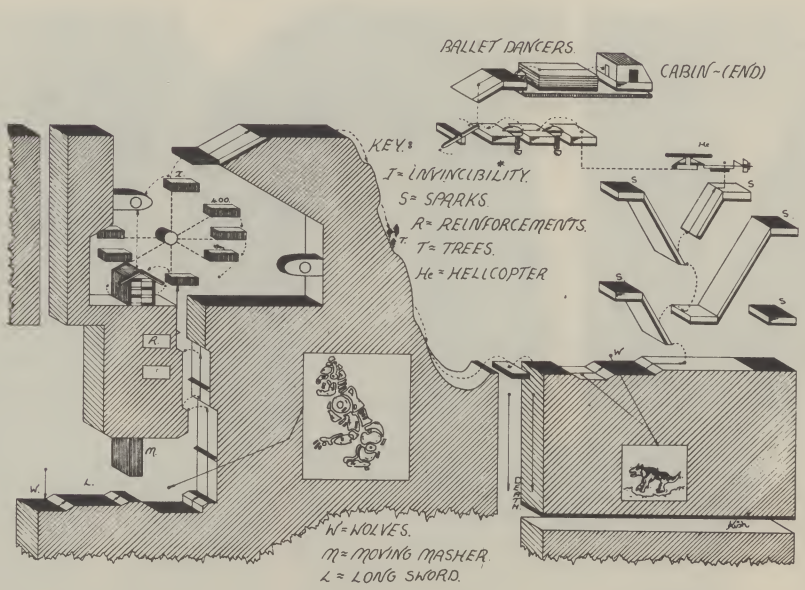


SECOND MAPPER WANTED

Can you produce artwork to the standard shown here? Can you crack any game and produce legible maps? Can you do all of this quickly, efficiently and professionally?

If the answer to all of these questions is yes, and if you own an Amiga AND a 64 with BOTH disk and cassette drives then we would like to hear from you. We will pay well for your work and you could have the enviable role of adding to the best games tips section around.

Apply in writing, with examples of your work, to CU Mappers, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



CU

IT'S A MUST!

on sale 23rd October

NEXT MONTH

C64 DEMO

AND

COMPLETE GAME

RAMPAGE

POWERDRIFT (Arcades version)

There's the complete game of Activision's munch 'em up, *Rampage*, plus a 64 demo version of the self-named softhouse's conversion of the arcade classic, *Power Drift*. The cassette issue will cost a measly 10p more than usual, but at £1.30 you'll still be getting a bargain – a great cassette and a great magazine.

NOVE

SPEC

● Next month's CU will come in two different versions. Version one will have an Amiga disk on it, version two will have a 64 cassette attached. Please note, however, that version two will ONLY be on sale in WH Smiths and Menzies.

ECO

THE LOST PATROL

NEXT MONTH AMIGA DEMO AND COMPLETE GAME

First off, there's the utterly complete version of Ocean's accolated 16-bit goodie, *Eco*, a wholly original game in which you start out as an insect and, quite literally, mate your way up the evolutionary ladder.

And then there's the demo of Ocean's *Last Patrol*. Just look at the screen shot from it. Stunning, eh?

The disk version of next month's CU will cost £2.50. But we think that for what you'll be getting it'll be worth every single coin.

MRER

PAID IN FULL

ARE GAMERS BEING CONNED?

Well are they? When you buy something from the softshop where do your pennies go? Eugene Lacey has inked his investigative pen and has been taking a look at who benefits from this business

Things are not all sweetness and light in the world of software right now. The whingers are having a field day. The talk is of reduced margins, software sales down "year on year", summer slump, and too many games.

Only the shops, particularly the local independent shops, have a different tale to tell. They put the summer slump down to the dearth of good quality full price software. Of course people like to moan, and if it wasn't software sales it would be England's cricket team (awful aren't they), interest rates, or how you can't eat anything these days without catching some infection or other.

Pricing is another issue. Ask the punters what they think and they will almost unanimously tell you that games are too expensive — as countless letters to CU and other mags will testify.

But are they? Judging from the number of Porsches and Ferraris in the car park at the recent PC show it would be easy to conclude that big bucks are being earned in computer games.

But before we get down to the nitty gritty let's establish the ground rules. All software houses are out to make money. They have fronted the development costs of the game, paid for the adverts in CU and elsewhere, employed people to test the game, promote it, duplicated the disks, packaged it, and paid for it to get onto the shelves. Not all of this money is up front — deals between software houses, developers and distributors vary. But everyone has to get their cut eventually and the software house will justifiably be trying to get as large a cut as possible — as will everyone else in the chain. That's business. This is how it works.

Josephine Punter purchases *Page Seven Fellas Strip Poker Extravaganza* from Hunksoft at £24.95. This is where her money goes:

£11.30 software house, £8.75 retailer, £5.00 distributor.

The average software house will break up their £11.23 as follows: £3.36 packaging and production (includes duplication of disk(s), artwork and print), £1.12 royalties to development house, £1.68 marketing costs (advertisements in CU, posters in computer shops, wining and dining Mike Pattenden — he likes expensive Japanese nosh), £3.36 overheads (office rents, phone bills, wages, payments to the lease hire company for the BMW),

leaving £1.68 profit.

A top selling 16 bit title (*Falcon, Carrier Command,* or *Gunship*) can hit between 50,000 and 100,000 units across Europe. Add the noughts to £1.68 to work this out for yourself. Bear in mind though, that most companies are working on a break even figure to calculate their £1.68 per unit. Once break even point has been hit and the software house starts to get repeat sales on a product then this figure is likely to increase significantly.

But that is a top selling title. Most games are not like this. A medium Amiga title might hit only 25,000 units across Europe. A low seller less than 10,000. On the surface it still looks like a lot of dosh in the bank — but this is not necessarily so. An average software house will aim at publishing several titles in a year and has to budget for misses as well as hits. Of course they will all claim to be software Scott, Aitken and Watermen — but they have all had failures, even the best of them. Some will bomb, or perform way below expectation, that is the hard fact of the matter.

Software houses therefore have to budget for a portfolio of launches. So just because *Page Seven Fellas Strip Poker Extravaganza* has been at the top of the Amiga charts for the last six months, it doesn't necessarily mean that Hunksoft's boss is taking delivery of a new Testarossa. She may still be writing off the loss on *Fiona Wright's Lingerie Construction Kit*. But its not just bombed out games that can do serious GBH to the bottom line. Mr Pirate will take his cut, as will Mr Dodgy-No-Pay, Ms Software-No-Deliver-Game, Mr Taxman, Mr Accountant, Mr Solicitor and stacks of others. Software houses are gnerally young; inexperienced 'start-up' companies (launched on a shoe string and struggling to fund their growth from their meagre profits) and every shark in the pond is out to bite a chunk of cash out of their earnings.

The larger software houses are less likely to get ripped off by middle men, or anybody else for that matter, but they too have financial headaches. Apart from running bigger offices with more staff they also have to compete in the increasingly expensive scramble for coin-op licences if they want to stay in the big league with the Oceans, US

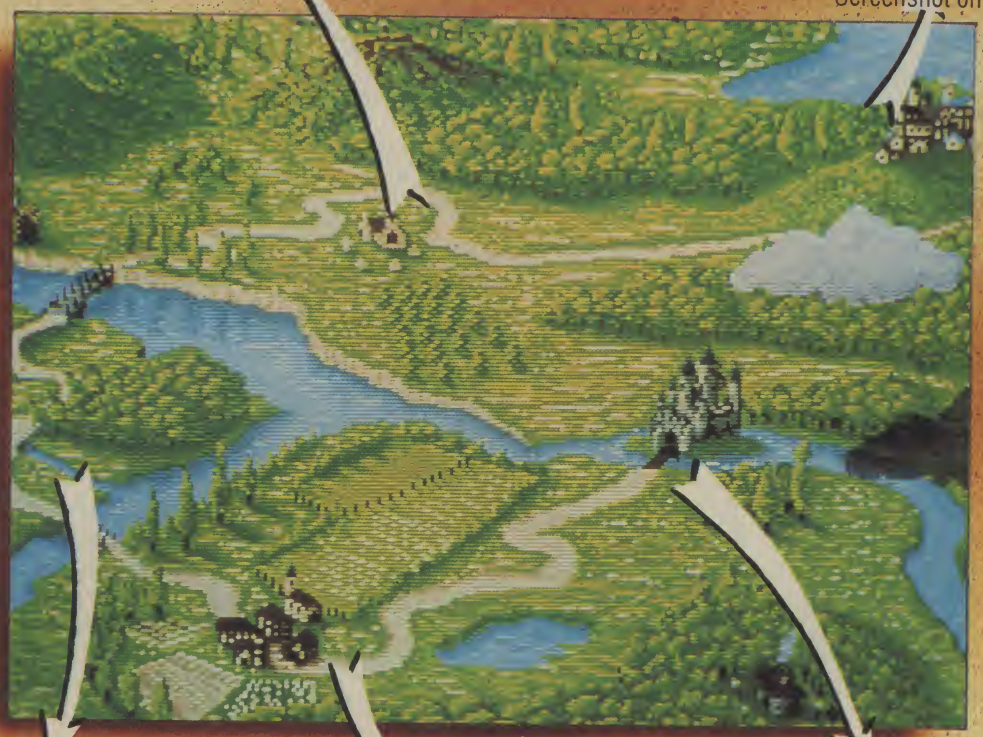
Main picture from 'Wall Street' © Twentieth Century Fox. The software added to this picture has been chosen entirely at random, and CU would like to make clear that its presence in no way constitutes judgment on either the quality of the products or the integrity of those people associated with them.

UBI SOFT presents

The Age of Chivalry

Screenshot on ST

Screenshot on C 64



Screenshot on Amiga

Screenshot on ST

Screenshot on ST

Screenshot on ST

"The Crusader Of Justice."

For the past 5 years you have been away fighting in the Holy Land. When you finally return home, your father, The King, has been deposed by your brutal uncle, and terror and oppression now rule this once serene Kingdom.

You must recover the throne.

However, deceit and treachery are everywhere and you must prove your birthright through guile and trials of combat in archery, arm-wrestling and sword-play...

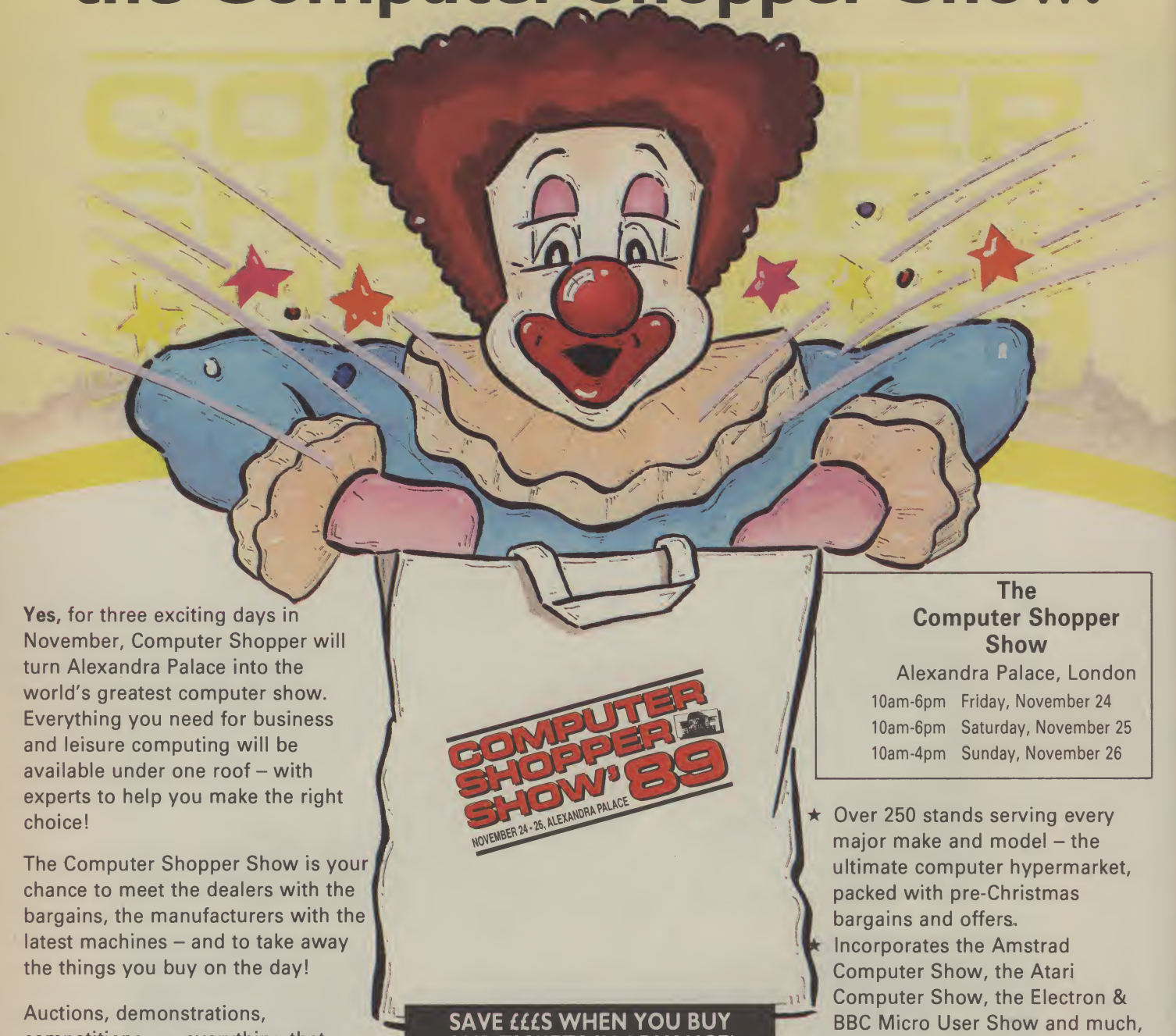
This is a magnificent adventure set in a medieval world, where your strategy is as important as your strength.

Available on C 64, Amiga, ST, PC, Amstrad

Distributed in UK by
27 THE AVENUE, BRONDESBURY, LONDON NW6 7NR

UBI Soft

Computer shopping is fun at the Computer Shopper Show!



Yes, for three exciting days in November, Computer Shopper will turn Alexandra Palace into the world's greatest computer show. Everything you need for business and leisure computing will be available under one roof – with experts to help you make the right choice!

The Computer Shopper Show is your chance to meet the dealers with the bargains, the manufacturers with the latest machines – and to take away the things you buy on the day!

Auctions, demonstrations, competitions . . . everything that you've ever wanted from an exhibition will be happening at the Computer Shopper Show – the only show for the direct buyer and the ultimate computer shopping experience!

And, with Computer Shopper you know you'll save money!

Why not start right here! By ordering your tickets in advance you will save £££s! Simply complete and return the coupon with your payment or telephone the Credit Card Hotline on 051-357 2961 to place your order.

Prestel or Microlink
To place your order by Prestel, Key +89, then 614568383. Microlink users should key 72:MAG 001. **Please quote your credit card numbers and your full name and address when you place your order.**

The Computer Shopper Show
Alexandra Palace, London
10am-6pm Friday, November 24
10am-6pm Saturday, November 25
10am-4pm Sunday, November 26

★ Over 250 stands serving every major make and model – the ultimate computer hypermarket, packed with pre-Christmas bargains and offers.
★ Incorporates the Amstrad Computer Show, the Atari Computer Show, the Electron & BBC Micro User Show and much, much more!
★ On-site car parking for hundreds of cars – ideal for taking away your computer bargains on the day!
★ Excellent public transport network with courtesy coach link to the local British Rail station.
★ Special show features and entertainment to make your shopping experience fun!
★ Special discount tickets for under 16s and family groups.

Sponsored by COMPUTER SHOPPER

Organised by DATABASE EXHIBITIONS

SAVE £££S WHEN YOU BUY OUR TICKETS IN ADVANCE!

Yes! Please send me my tickets for the Computer Shopper Show!

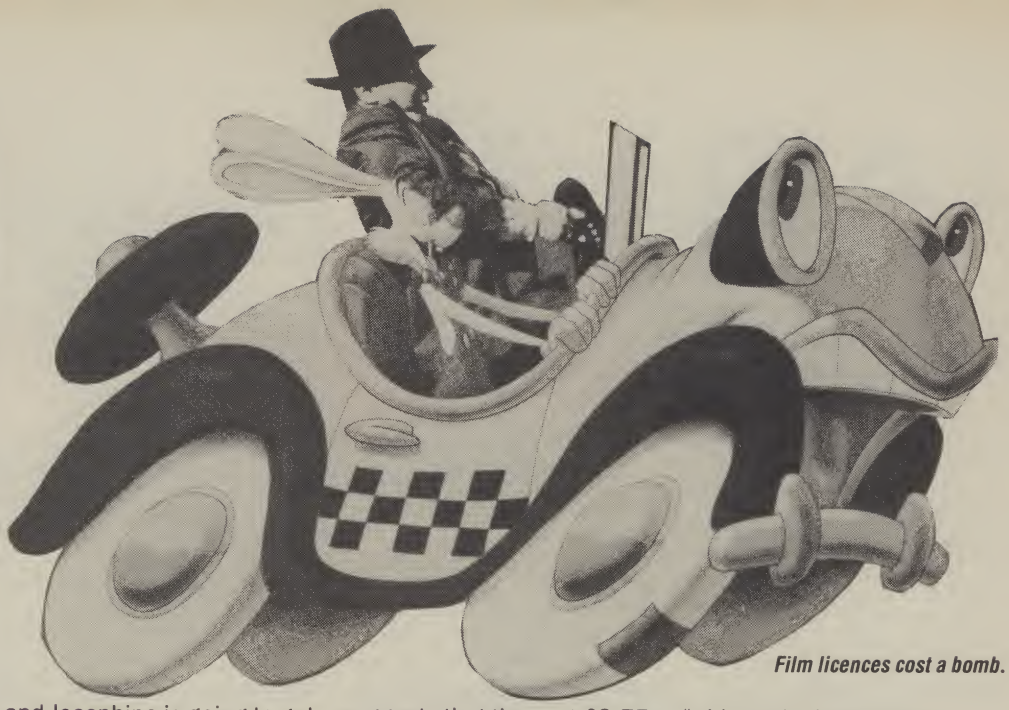
	£
❑ Adult tickets at £3 (Save £1!)	
❑ Under 16s tickets at £2 (Save £1!)	
❑ Family tickets - admits up to 2 adults and 2 children - £9 (Save £5!)	
TOTAL	

I would like to pay by -
❑ Cheque made payable to Database Exhibitions Ltd
❑ Credit card ❑ Access ❑ Visa Expiry Date _____
No. |_|_|_|_| |_|_|_|_| |_|_|_|_|
Signed _____
Name _____
Address _____
_____
_____ Postcode _____
Please return your completed order form to -
The Computer Shopper Show Ticket Office, Database Exhibitions Ltd, PO Box 2, Ellesmere Port, South Wirral L65 3EA. A756

TELEPHONE HOTLINE

Place your orders for tickets by calling
051-357 2961

PAID IN FULL



Film licences cost a bomb.

Golds, and Activisions of this world. The coin-op manufacturers won't settle for a cut of the sales. They insist on money up front — and their fee can be as much as a million pounds for the rights to a first class licence. This is one hell of a gamble for a company to take. They are basing their decision on the current popularity of the coin-op in the arcades. Once the licence is signed sealed and delivered it may be another twelve months before the game reaches the shelf of Boots Computer Department.

If a week is a long time in politics — then a year has to be an infinitely longer time in software, particularly when you are waiting to see what pay back you will get on your million pound risk. This is a shit or bust deal. The game has to clean up on all formats — sweeping all before it, reaching and hanging on to the number one slot in the software sales charts at a good time of the year. To be in the big money you have to have big hits — and the truth of the matter is that there aren't many of these each year.

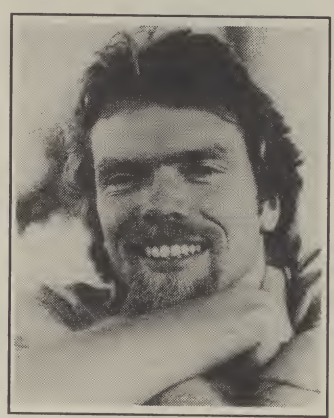
Cutting out the middleman seems on the face of it like an obvious thing for a games company to do but on closer examination it is not nearly as simple as it appears. Warehousing and distributing anything to its potential purchaser is a highly complex and costly business.

The software houses do not have the specialist skills or resources to provide guarantees of availability to all of their customers. The distributors have survived because they do. The retailer wants the latest games the minute they roll off the production line. If Pattenden's Software Emporium hasn't got *Page Seven Fellas Strip Poker Extravaganza* on the shelf when Josephine Punter comes through the door with her twenty five quid in her purse then he is going to lose a sale and Josephine is going to get her not-so-cheap thrills elsewhere.

The distributor is grossing about a fiver on very copy of *Page Seven Fellas Strip Poker Extravaganza* sold — but this is not clear profit. Freight, staff, and telephone bills are the main business overheads that the distributor has to find before he is into profit. One distributor told us: "margins are tight. It is an ever more competitive business with few people making more 20% and a lot of people making a good deal less — say only 10%. The distributor is therefore making about £1.60 per copy — roughly the same as the software houses.

The other main group who have to get a cut out of Josephine Punter's £24.95 are the shops. Our research suggests that they get £8.75 for every game sold. On the face of it this seems like a lot — considering that they did not develop the game or take the main publishing risk involved in producing the game. Despite this few of the other people in the trade were critical of the retailers. One software house told us:

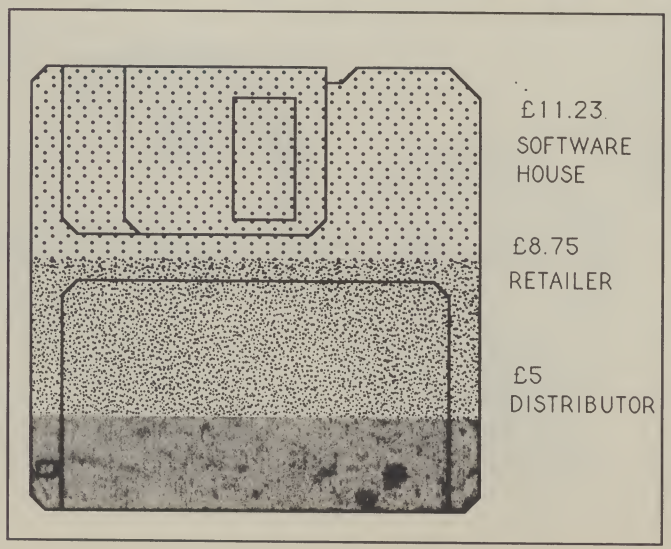
Dick's the name, Virgin Mastertronics the game, plus Virgin Airlines, Virgin Records . . . and don't it make your brown eyes green, Dicky?



"without the independent software shops there would be no 16 bit software industry . . . they need to get what they charge to make a reasonable profit and to provide the service that they do — specialist knowledge of the products, an opportunity for the customer to see the software up and running and to talk to someone who knows something about it . . . by and large the independents are also better at dealing with problems than the chain stores". By contrast nobody has a good word to say for the chain stores and it is widely believed that their cut is an easy touch. As one source claimed: "basically they only cater for gift purchase and impulse buying".

Only 10% of software sales in the UK are accounted for by chain stores such as Boots and W.H. Smith. Despite this surprisingly low proportion of total sales they have a considerable influence over the market — and the fear is constantly there that the "big boys" are going to pull out of stocking computer games. Boots and Smiths were reluctant to comment on their pricing policies but their thinking goes like this. Large High Street stores in prime locations are expensive to build and maintain. The floor area must generate a set amount of revenue per square metre in order to pay for itself and contribute to profit. The financial performance of the computer department in your local Boots or Smiths will be assessed in this way. Retailers are therefore keener than anyone to see that prices remain high. ▶

Page Seven Fellas Strip Poker Extravaganza *costs £24.95. The diagram below shows the amounts apportioned to each of the three main groups of people who get software to you, the buyer.*



PAID IN FULL

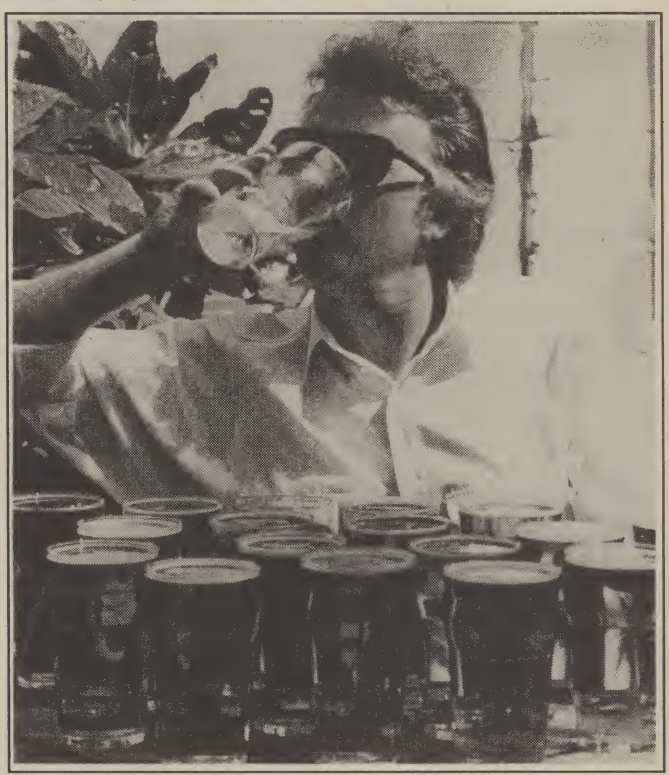
But doesn't all this miss the simple argument that if you sell something for less you are going to sell more of it? One man who thinks it does is Llamasoft boss Jeff Minter who has consistently maintained that games are too expensive — particularly 16 bit games, and claims that distributors won't take his games because of his insistence on a lower retail price. Writing in a recent issue of ST Action he states "the distributors won't buy them as they're too cheap". Some of the coin-op converters like Ocean, US Gold, and the recently converted Domark also seem to favour a slightly lower price on 16 bit — £19.99 — as opposed to £24.99. But their games tend to be simple arcade conversions — involving little creative input, or the conversion of a licence of some kind such as a board game or a film involving no creative risk. The creators of 16 bit original games — such as the designers of *Falcon* or *Carrier Command* are much more firmer in the value they provide at twenty five quid. Speaking for Spectrum Holobyte, Tom Watson told us "three man years went into development of *Falcon* across the various configurations of the game that we publish, the manual and the packaging are consistent with what our research tells us that our customers expect in a game of this type, the consumer therefore has a simple choice — yes he can have a cheaper product, but not one of this quality, it simple isn't economically feasable".

So just what do the people clocking up all these "man years" get out of their games in hard cash. Are they the ones ripping off Josephine Punter? Mev Dinc programmed the Spectrum version of *Last Ninja II* and has recently been working on a game called *Hammerfist* for the Amiga, Konix and ST. He told CU: "we formed the society to protect programmers from being exploited by unscrupulous publishers. In most cases the programmer gets a smaller cut than anyone. A top notch game can take up to a year to programme. It can involve several programmers working on various aspects of the game and on different versions. It is our view that the money a programmer earns for his game is well deserved — and hard earned in most cases".

The programmers of *Page Seven Fellas Strip Poker Extravaganza* will be lucky to receive more than £1.20 per copy sold. A top selling game that converts across a variety of systems and becomes a classic — ie a game that you will feel compelled to have when you get a new computer — an *Elite* say, or a *Falcon* — can net a programmer vast amounts of money as he will still be receiving royalties long after he has completed work on it. But once again this is the exception, rather than the rule, and few programmers are in the expensive foreign sports car club with the owners of the software houses. The hassle factor for programmers is also enormous. Disputes between programmers and publishers over royalties are common place. The programmer may also have to kiss goodbye to a large chunk of his earnings to his agent. Computer games are no different to the record or book publishing business in that there is always a Mr 10% (Or 15% even) to be cut in for negotiating on his behalf.

So is £24.95 too much for a game? The answer in most cases has to be yes. When you look at the business it is difficult to see any one area making disproportionately large amounts out of the game. They are all putting something into the business and contributing to the availability of a range of games for Josephine Punter to choose from. The trouble is many of those games are rubbish. Not only are they not worth £24.95 they are probably not even worth less than half of this. Twenty five pounds is far too much for a piece of simple arcade entertainment which will at best provide the player with a few hours enjoyment. Games that do justify their price tag — *Populous, Carrier Command, Falcon* or *Gunship*, sadly, do not make up the bulk of the games on the shelf. These good games are dragged down by too many games which keep the general standard low. But there is only one person to blame for this — you. If you go on buying rubbish, don't complain when you discover that a twenty five pound game is obsolete after a few hours, or is full of bugs, or has a nonsensical manual then it is going to keep on happening. Yes £24.95 is too much for a pile of crap. Any amount of money is too much for any pile of crap.

A necessary expense in any business.



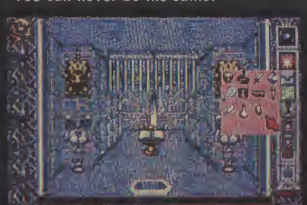
Two footballs, two Hallowe'en masks — hey presto! Keep your PR costs down, one* Madballs *pic!

KULT

The Temple of Flying Saucers, seething with gruesome secrets.

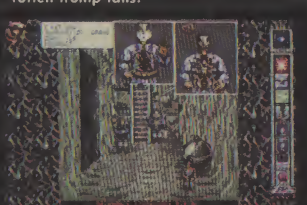
So eerily insidious and yet so bewitching.

Your blood will freeze, friend. You can never be the same.



Your friends will shiver at the chilling change in you.

They'll hope you've only been smoking rotten tromp tails.



But EXXOS has laid a cunning trap. There's no escape. Now YOU are one of the psi-mutants !

EXXOS IS GOOD FOR YOU!

ATARI ST
AMIGA 500/1000/2000
PC & COMPATIBLES

EXXOS

INFOGRAMES
MITRE HOUSE, ABBEY ROAD
ENFIELD, MIDDSX. EN1 2RQ

TEL: 01-364 0123
FAX: 01-360 9119
TELEX: 296369 ATKIN G

ARCA

Sharp, neat graphics.

SAGAIL

TAITO

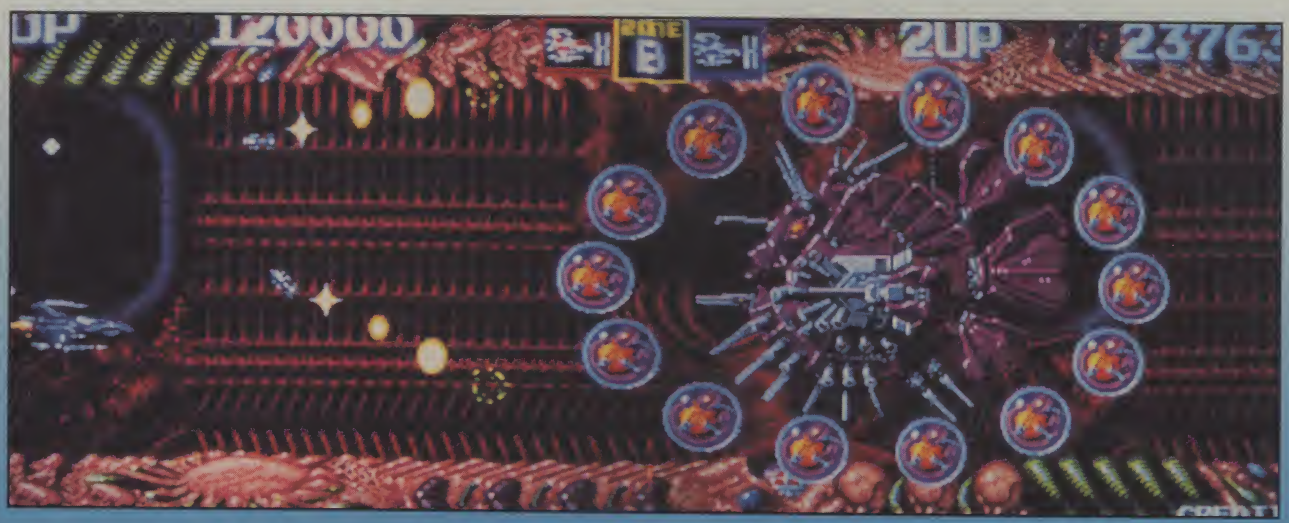
This isn't the first attempt Taito have made to marry the blasting thrills and brilliant graphics of *R-Type* with a double-screen monitor — their first try, *Darius*, briefly hit the arcades about two years ago. But *Sagail* is a far more serious coin-op proposition than its rather tame predecessor.

For one or two players, *Sagail* challenges you to blast and bomb your way through seven levels of interplanetry nasties. Each level represents one of the better known celestial bodies, radiating out from the sun. Thus you start out at the sun and have to work your way through Mercury, Venus and the Moon before you get to see what the Earth level looks like. This is rather fiendishly clever of the manufacturers because all the early levels are very pretty indeed, and you're apt to spend quids and quids trying to get a glimpse of our home planet. To add to the one-more-go appeal, as the planets radiate outwards you get to choose between more than one scenario on each level. Thus you get to pick from two different Mercury levels, three different Venus levels and so on. So naturally you'll probably be tempted to check out the scenarios you passed by the first time round on subsequent plays.

Unlike *Darius*, *Sagail* has not

Fishy business.

ADES



Blast your way through the protective spheres.

become so blinded with its own cleverness that it neglects the one element that made *R-Type* really indispensible: thrills.

Although you may be attracted by its novelty, chances are you'll stick around for its action, because *Sagaii* manages to cram an inordinate amount of varied alien-blasting into its seven beautifully drawn levels. Metallic spacecraft, fiery flying fish, enormous intergalactic sea horses, huge segmented starsnakes and a myriad of other weird and deadly creatures abound in our not-quite-as-friendly-as-we-all-thought solar system, and they're all out to get you.

In keeping with tradition, wiping out certain waves of alien drones allows you to power-up your rather fragile little craft. Four different icons represent increased canon, lazer, bomb and shield capabilities, and you certainly will need all the help you can get to complete each level. One nice little trick is to destroy a ground or air based nuclear "tochka", which has the effect of smarting all the nasty space trash in your immediate vicinity while leaving you miraculously unscathed. You generally have to diss at least two fairly formidable boss baddies to complete each level, as well as their hordes of space-lackies. Believe me, holding onto those precious power-ups for even one level is well-nigh impossible.

The double-screen effect? Well, I suppose the best compliment you can pay it is to say that you soon forget all about it, so preoccupied are you with the hordes of aliens invading your twice-as-large-as-normal playing area. And it does allow the aliens to attack you in much larger formations, and with many more ships simultaneously. Technically, the joins are just about visible, but they don't have any adverse effect on gameplay.

And, although it's usually taken for granted, it's worth making a special mention of *Sagaii*'s excellent soundtrack, a continually varying combination of Brian Eno, Ennio Morricome and deep house. It's totally brilliant, and to add to your appreciation potential, there's actually a headphone port with an adjustable volume control.

So, although I freely admit I came to *Sagaii* expecting the worst, in the end I spent almost all the Ed's holiday money trying to blast my way to earth, which is a pretty good sign. And if you're interested, no, I didn't actually ever arrive . . .

SOUND	91%
GRAPHICS	86%
PLAYABILITY	83%
CONVERTABILITY	41%
OVERALL	84%

Shoot the coelacanth.

THE ULTIMATE UTILITY CARTRIDGE COMES OF AGE!

NOW # ACTION REPLAY Mk VI # IS HERE

FOR CBM64/128

THE MOST POWERFUL, FRIENDLY AND FEATURE PACKED UTILITY CARTRIDGE EVER CONCEIVED!

TURBO LOADER — Load 202 block program in under six seconds - World's fastest disk serial loader - On board Ram and Rom achieves such high loading speeds - Works with 1541 / 1571 / Ocean / 1581

TAPE TURBO — This feature will load turbo reload for the programs that you save to tape - no user knowledge required

INFINITE LIVES GENERATOR — Automatic infinite lives!!! - Very easy to use - works with many programs - No user knowledge required

FAST FORMAT — Format any 5 drive disk in about 10 seconds - no more waiting about

PROF MACHINE CDE MNTR — Full 64K Freezer Monitor - examine ALL memory - including stack - registers and registers to their frozen state - ideal for de-bugging or just for fun!

PRINTER DUMP — Print out your screen to printer - MPS 801 / 803, Epson, Star, etc - very versatile

SPRITE CONTROL — Freeze the action and view the sprites - watch the animation - customize your games - kill sprite collisions

CENTRONICS INTERFACE — For parallel printers - Star, Epson, etc - Prints out listings with graphic characters etc - (Cable required for parallel port £12.99)

FREEZER FACILITY — Now you can make your old slow loading programs load faster - Simply freeze the action and save to tape or disk to reload at superfast speed - no more waiting for programs to load

SCREEN EDITOR — Now you can edit the entire freeze screen with Hot key - Change colours on high scores - etc - (great fun)

DISK COPY — Easy to use disk file copier - Much faster than conventional methods - Ideal for backing up data disks

EXTENDED TOOLKIT — Many single stroke commands for Load, Save, Dir, etc - Plus range of extra commands i.e. Auto Number, Old, Delete, Merge, Append, Linesave, etc

THE REVIEWERS SAID

"I'm stunned, amazed and totally impressed. This is easily the best value for money cartridge. *The Cartridge King!*"

THE ACTION REPLAY MK VI IS NOT ONLY THE WORLDS FASTEST TURBO LOADING CARTRIDGE BUT IT IS PACKED WITH ALL THE FEATURES YOU HAVE EVER NEEDED AND THEN SOME MORE!!

HOW TO ORDER...

ALL ORDERS DESPATCHED WITHIN 48 HRS

PHONE 0782 744707
24hr Credit Card Line

POST
Send cheques/POs made payable to "Datel Electronics"

FAX 0782 744292
UK ORDERS POST FREE
EUROPE ADD £1
OVERSEAS ADD £3

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS AND SUBJECT TO CHANGE WITHOUT NOTICE

DATEL ELECTRONICS

DATEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE, GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

TECHNICAL PHONE LINE 0782 744324

GRAPHICS SUPPORT UTILITIES DISK

SLIDE SHOW. View your favourite screens in a slide show type display.

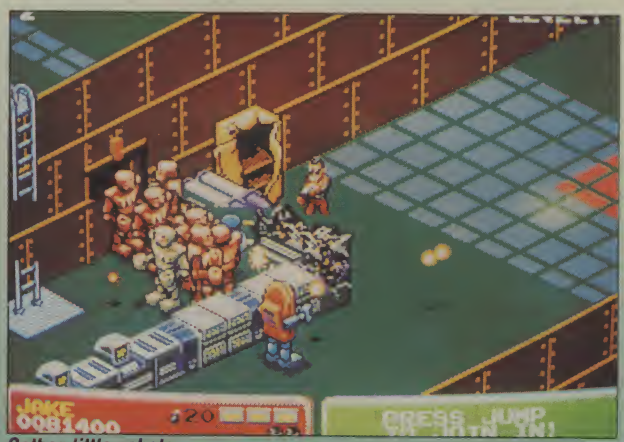
BLOW UP. Unique utility allows you to take any part of of a picture & 'blow it up' to full screen .

SPRITE EDITOR. A complete sprite editor helps you to create or edit sprites.

MESSAGE MAKER. Any screen captured with Action Replay or created with a graphics package can be turned into a scrolling screen message with music.

ONLY £9.99

Who's got big ideas?



Gather little robots.

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

ATARI

It's rather refreshing, after plodding through ten trillion coin-ops with obscurist sci-fi nonsense names like *Actfancer* and *Sagail*, to come upon one which prefers a style and title more befitting a 1950's B-movie. It shows a certain self-deprecating sense of humour, a trait sadly lacking in most arcade games. Alas, I fear that a groovey name is not quite enough to save *Escape From . . .* from dullness.

It starts promisingly enough. After all the usual guff about the world being taken over, aliens creating robot warriors to enslave the human race and your being the said race's only hope, you're beamed into a rather nice-looking 3-D style factory-scape, complete with moving staircases, filing cabinets, loadsacomputer human slaves and killer robot guards. You are a small, weedy-looking bloke. In fact, the whole thing has a distinct taste of that arcade-cum-strategy home computer smash, *Impossible Mission*.

Your task, should you choose to accept it, is to destroy every robot, and to free every human slave and hostage you find. You've got to be careful though not to diss any humans — two hits and they're history.

You've got the occasional more efficient weapon left around by careless robot guards, food cupboards to be raided in order to keep up your strength and the odd speed-up icon which allows you to whizz about the playing area for a limited time, dissing and freeing in triple-quick time. There are also moving staircases which bring you up onto new levels, but which have to be activated by you first. There are various different classes of robot, including ones which float and ones which tend to congregate around you if you've been on one level for too long. Your character can jump and crouch in order to avoid deadly roborays.

They peel you with their metal knives.

All of which would seem, I realise, to suggest that the game was choc-a-block with action, and a worthy candidate for 30p of anybody's hard-earned. Well, it *is* choc-a-block with action all right — it's just that the action never really varies. Sure, you get a couple of extra robot guards on each new level, but the essential appeal — or lack of it — of *Escape From . . .* can be found within seconds of pumping in your coinage.

Perhaps if the game had followed its silver screen precedents and managed to be really awful, but camp, it would have been a bit more appealing. As it is it's worthy, well enough put together, but ultimately dull. It just has a brilliant name.

SOUND	59%
GRAPHICS	72%
PLAYABILITY	53%
CONVERTABILITY	60%
OVERALL	51%

tommy's TIPS

Pure magnetism

● In the immortal words of the Beatles, HELP! (please). Not long ago, by accident, I somehow managed to corrupt all of my disks with a rather large magnet. As you can imagine, I was a touch miffed. But imagine my surprise when my computer manages to churn up my original Workbench disk. But, straight to the point, do you think that excess magnetism could have somehow damaged my drive? If so, how much do you think it would cost to repair? (my computer is out of warranty). Also, will the corrupted disks every be useful again?

Next problem. The Star LC10 colour printer, is advertised as having colours. Does this mean that only 8 colours of the 4096 will be able to be printed. Please answer quickly because I haven't smashed up a computer in ages.
Anon.

The simple answer is YES, EXCESS MAGNETISM WILL SERIOUSLY DAMAGE THE HEALTH OF YOUR DISKS! Secondly, what are you doing using the original of your Workbench disk? Always use a working copy of Workbench so that you don't suffer such disasters.

As for whether the magnet has damaged your disk drive, that rather depends on what you did with the magnet!! The read/write head is a fairly delicate magnetic coil, but is fairly well hidden inside the machine. However, given a strong enough magnetic field it is conceivable that some residual magnetism has ben induced into the read/write head and this would indeed cause some problems, but the possibility is extremely remote.

If you can format a disk and write to it, then recover the data again, then there is unlikely to be any problem with your drive. However, if you can not do that then I suggest you contact your local dealer who should be able to arrange for an engineer to check and repair the drives as necesssary. As for the disks, like most corrupt media, reformatting them should restore them back to useful life, although I state that if a disk won't format, throw it away! With any colour printer, be it a dot-matrix like the LC-10 or an ink-jet like the Xerox 4020, it uses only black plus 3 other main colours; yellow, blue/cyan, red/magenta. From these, many other colours can be made by varying the density of dots of each colour that make up a shape or line. So, even the 8 colour quoted for the STAR LC-10 are made up from 3(+black) and in reality, using the EPSON JX-80 printer driver will give you many hundreds of colour shades. They will obviously not match exactly what you see on the screen, but you'll still get the overall effect.

Corruption

● I have a problem with my Amiga 500. It seems I must have erased the information from my disks because every time I put that certain disk this message appears:

"Error validating disk"

"key 880 checksome error".

Then when you hit cancel it says:

"Disk structure corrupt",

"use DISKDOCTOR to correct it".

Then it says:

"Not a dos disk in unit 0".

Please could you assist me and how can I fix the disk?
T. Mifsud,
Toomuc Valley,
Australia.

It is possible that the disk has become corrupted, or the formatting did not work correctly, or the disk has been placed in a magnetic field. If it only happens with one particular disk then it is unlikely to be dirty disk heads, but if it starts to happen on a number of disks then use a head cleaner before you ruin any more disks.

If the disk is so badly corrupted that it doesn't even look like a DOS disk then there is little hope of recovering anything that might be on there (not strictly true, but I suspect you don't have the necessary utilities to even begin the task). You can re-use the disk just by reformatting it. If it fails to reformat then — once again — bin the disk; don't risk using a suspect disk since it just isn't worth the cost of a new disk to risk the data you put on it. Since the Amiga drive is a double sided unit there are two disk heads; the drive reads both sides of the disk at the same time and just looks to see which track (and therefore which side) the data is stored on. That is why when you do a copy you will see it saying HEAD 0, TRACK 1, then HEAD 1, TRACK 1 etc.

Language student

● I have an Amiga and besides games I enjoy programming. I believe I have fully explored basic and I've decided to learn another programming language. Can you suggest a good language which also gives access to the Amigas capabilities (scrolling, sprites, sound etc). Assembly seems to be the answer to me, so:

1. Which books do I need? (Rom kernel manual, MC68000 users manual, other tutorials).
2. Which programs? (Assemblers, disassem., monitor, linkers, libraries).

Because I live in Cyprus, it is difficult for me to find the books and programs unless you also note the publisher of each book and the addresses of the software companies.
Larnaca,
Cyprus.

While learning assembler may be fine for computers such as the C64 etc, things are a lot more complicated on the Amiga, due to the multi-programming natue of the Operating System (AmigaDOS). True, for real speed you may need to use some 68000 m/code routines, but for any decent sized program you should really be thinking in terms of a higher level language. Since the Amiga's Operating System was written using the 'C' lauguage, all of the routines are callable from that language and represent probably the most efficient way of extending your exploration of the Amiga's capabilities.

There are several 'C' compilers on the market, and it is really a case of what you can afford. The main ones are: Lattice 'C' v5.0 (@ £190) or Aztec 'C' (Developer @ £130, Professional @ £96). All of these are available from Megaland, 42-44 Millbrook Road East, Southampton (but contact them for the latest ex-VAT prices first as they may have changed by the time this is published).

There are two books I would recommend for learning 'C'. the first is 'From BASIC to C' by Harley-Templeton (£15.25), also available from Megaland. The second book is a very large 'C' manual called 'C Primer Plus' by Waite Prata Martin (£21.50), which covers the 'C' langauge in detail, while to relate the use of 'C' to the Amiga specifically there is a book called 'Inside the Amiga' with 'C' by Berry (£19-95) which covers a lot of the calls to existing routines. Both of these books can be obtained from Computer Manual Ltd, 30 Lincoln Road, Olton,

It's quite OK for gangster's molls to kiss Tommy. He uses lovely, minty toothpaste.

Birmingham, B27 6PA.

Finally, a book which really goes into several aspects of programming the Amiga, including the use of 'C' to call routines, is 'The Kickstart Guide to the AMIGA' by Ariadne Software Ltd, 273 Kensal Road, London, W10 5DB (£14.95), a very useful book indeed for anyone thinking of writing software on the Amiga in anything other that BASIC. Don't forget that you will have to add substantial postage costs to the above prices if ordering direct from overseas and that there is no VAT to be deducted from books.

Version update

● Could you please tell me what the difference is between an Amiga 500 v1.2 and the v1.3. It seems the v1.3 doesn't accept all software loaded into it.

My Amiga is now nearly two years old, so it's the v1.2 version. After showing my friends what an Amiga can do, many of them went out and bought one.

Unfortunately for them they have bought the v1.3. eg my copy of *Heroes of the Lance* does not want to load on any v1.3. Could you enlighten me on this problem?
D. Sinclair,
Germany.

This is typical of many letters which highlight one of the difficulties that occurs when manufacturers update their operating systems. There are several programs on the market, not all of them games, which will not run under Kickstart 1.3.

You should be careful about exactly what you mean though when talking about different versions, because Workbench is also on version 1.3 and this can cause some confusion. On the Amiga A500, Kickstart is a ROM, whereas on the older A1000 the Kickstart is loaded from disk. So, it is possible to run Workbench 1.3 on an A500 that is using Kickstart 1.2. However, as you say, the latest A500 are being delivered with the Kickstart 1.3 ROM and it is these that are causing most of the problems. The answer from Commodore is that if the program writers had stuck to the approved conventions and vector tables then there should be no problem. Unfortunately, this is not always as easy as it sounds, particularly on a machine as complex as the Amiga, and the result is that all the 'naughty' programs are now being found out.

I am afraid that there is no easy solution, since you can't just swop the ROM for the 1.2 version each time you want to run a particular program. All your friends can do, at least until new versions that will run appear, is to tell the supplier of the software that they have a 1.3 ROM and that the software is purchased on the understanding that it will run on that machine. It is then the responsibility of the supplier to ensure that the software does work. Small comfort, but hopefully newer programs will not suffer from this problem as they can be tested on 1.3 before release.

Power crazy

● I purchased a disk drive switch and joystick/mouse switcher from Trilogic, after testing them I found both to be faulty so I returned them.

Trilogic sent them back to me with a letter saying I should operate them with the Amiga power down. I would be grateful if you could explain what this means.
Q. Mishir,
Hyde,
Cheshire.

It sounds as though you are trying to alter the switches after you have switched the Amiga on. When Trilogic say operate them with the power down they mean when the Amiga is switched off. The reason is that the Amiga checks its peripheral devices when it powers up and thereafter assumes that what was there at the start is still there. If you change any switch settings after switching on then the devices will not work, since either the Amiga won't recognise them or it will think that they are still there and try to access them, but won't be able to. It is always safer to alter such switches while the power is off to avoid damage to the devices, but if you do alter the switches with the power on then you must immediately do a warm start to re-boot the computer (hold down the CTRL key and both Amiga 'A' keys either side of the space bar). This will cause the computer to re-check the connected devices.

CU SELL-OUT CU

TO ADVERTISE IN SELL-OUT CALL FIONA McMAHON ON 01-251 6222

ONLY POOLS AND HORSES

FOOTBALL BOXFORM £14.95 (+ £2 for 3" disc)

★ The ONLY pools program written by a GENUINE EXPERT who has been professionally employed as such by the leading pools company. He KNOWS how to help you win.
★ The ONLY program dealing with football form that has its team merit ratings published in a national sporting magazine.
★ The ONLY program to claim 50% MORE DRAWS than obtained by chance.

FOOTBALL BOXFORM is not a gimmicky play thing but a serious statistical analysis of football form. Its sole objective is to improve the chances of winning on the pools or fixed odds and no other program comes near to tackling the problem so thoroughly. Homes, aways and draws are show in order of merit and true odds given for every match. Merit tables show at a glance the teams currently in form and those having a lean spell. Covers league and non-league clubs.

BOXFORM & HANDICAP WINNER £14.95 (+ £2 for 3" disc)

Two programs for the price of one. Easy to use and they never go out of date. All you need is a few minutes with a daily paper. BOXFORM weighs up a race by considering the many facets of form. Easily amended to suit the user's ideas.
HANDICAP WINNER shows the value for money bets. Hundreds of winners in handicaps this year at 25/1, 20/1, 16/1, 15/1 . . . etc. etc.

SPECIAL PRICE of £24.95 (+ £2 for 3" disc) for all of the above programs

Why pay inflated prices? BOXoft CLEVER and get the BEST
Available on tape or disc for SPECTRUM, CMD 64/128, AMS CPC's, BBC B. from:

BOXOFT (CU), 65 Allans Meadow, Neston, South Wirral, L64 9SQ.
Credit card holders may phone 051-336-2668 (24 hrs)

Access VISA

SPECIAL OFFERS

1) **FREE F.S.I.** — Amiga Cat. demo, send one diskette with your address to get acquainted with FSI and FHI. Foundation **DATA-USER** International P.O. Box 1057, NL-5602 BB Eindhoven

SOFTWARE

2) Amiga, Atari-ST and IBM-PC Softw. on Nashuadisk etc. from £2, — Incl. sending, postage and Internationale Soft-User-Help Service. Foundation, **SOFT-USER** International P.O. Box 1057, NL-5602 BB Eindhoven

HINDLEY ELECTRONICS

VISA

COMPUTER REPAIRS
FAST FAST FAST

STANDARD CHARGES

Commodore C64 **£25**
Commodore C64c **£29**
Commodore +4 **£25**
Commodore C.16 **£21**
Commodore 128 **£32**
Commodore Vic 20 **£18**
1541 disk drives **£32.50** (excluding R/W heads)
Commodore IC's please ring for details.
Amiga 500 repairs **£40**

All prices inclusive of VAT and return postage including insurance.
Please ring before posting.
3 months warranty on repairs with average 24 hour turn round.

Dept C.U.
HINDLEY ELECTRONICS
97 Market Street
Hindley, Wigan
Tel: (0942) 522743
The Standard Charges to not apply to machines with multiple faults.

AMIGA DEMO LIBRARY: We're the cheapest in existence and there's no membership fee! £1.45 per disk, including postage and packing, or if you supply the disk, 70p each! Send an SAE to: DEMON Software, Harbledown, Westland Green, Little Hadham, Herts SG11 2AQ.

A COMMODORE 64 with cassette and disc drive, with over £1,700 worth of software. Plus action replay mark IV and joystick, worth £2,000. Sell for £375 or near offer. Phone 061-775 2428.

AMIGA CONTACTS WANTED. Send disks and letters to: Andreas Langum, Middelthunsgt. ISA, 0368 Oslo 3, Norway. All letters answered, but please send disks.

C64 FOR SALE. Datacassette, two joysticks, mouse, magazines, £500 games. Worth £800. Only £295 ono. Phone John 061–643 7542 (evenings).

ADRIAN'S ARCADE

THE COMMODORE SPECIALISTS

64, 128 and AMIGA. Exciting range of software for HIRE

HARDWARE: Attractive Discounts.
i.e. Amiga + 1084 colour monitor £570

SOFTWARE: ALL machines 25% Discount

Details: Large SAE to
7 Woodley Headland, Peartree Bridge, Milton Keynes, MK6 3PA

AMIGA PENPALS WANTED to exchange tips, demos, etc. 100% reply anywhere in the world. Write to Samer Kurdi, P.O. Box 981, Amman-Jordan.

C64 COLOUR MONITOR, 135 games, cassette recorder, two joysticks, six computer books, power pack. Call (0932 87) 2795 after 6 pm, £375 ono

FORBIDDEN PLANET

We have an astonishing range of comics, graphic novels, books, memorabilia, posters, T-shirts and toys.

71 NEW OXFORD STREET
LONDON WC1A 1DG
01-836 4179
and
01-379 6042

VIRUS FREE PD

PUBLIC DOMAIN SOFTWARE FOR THE AMIGA

DEDICATED TO THE TOTAL ANNIHILATION OF VIRUSES

FREE MEMBERSHIP — ALMOST ANY PD SOFTWARE AVAILABLE
£ 2.25 PER DISK
£20.00 FOR 10 DISKS
ALL DISKS ARE INDIVIDUALLY TESTED TO ENSURE THAT THEY ARE DISTRIBUTED VIRUS FREE.
WE WELCOME OVERSEAS ORDERS.
(SPECIAL INTRODUCTORY OFFER TO NEW MEMBERS) WITH YOUR FIRST ORDER OF 5 OR MORE DISKS, WE WILL INCLUDE OUR VIRUS KILLER DISK AT NO EXTRA CHARGE
FOR A FREE LIST OF THE SOFTWARE THAT WE HAVE IN STOCK, PLEASE SEND AN A5 SAE TO:
VIRUS FREE PD. 23 ELBOROUGH ROAD, MOREDON, SWINDON, WILTSHIRE, SN2 2LS

COMIC SHOWCASE

Specialists in American Comics.

- New Imports every week
- Badges and Posters
- Graphic Novels
- Original Artwork
- Mylar Bags
- Fanzines
- T-Shirts
- Comic collecting accessories

LONDON
76 Neal Street WC2
Tel. (01) 240 3664

TO ADVERTISE IN SELL-OUT CALL FIONA McMAHON ON 01-251 6222

CU SELL-OUT CU

TO ADVERTISE IN SELL-OUT CALL FIONA McMAHON ON 01-251 6222

AMIGA CONTACTS WANTED! Send a list of your programs to: Hans Jørgen Andersen Nesvegen 78 5084 Tertnes, Norway. Only hot stuff!

MATRIX SOFTWARE HIRE

THE CHEAPEST OF THEM ALL

Top games titles for Spectrum, Commodore, Amiga and Amstrad, please state system

For details send large SAE to:

MATRIX LEISURE CLUB
Dept c.u., 271, Stanstead Road, Bishops Stortford, Herts CM23 2BT

COMMODORE SUPPLIES

C64 Power Supply	£19.95
CBM Plus 4 Power Supply	£29.95
C-16 Power Supply	£12.99
1530 Datasette	£29.95
1531 Datasette	£27.95
Serial lead (for d/drive/printer)	£5.95
100 5¼" disks DSDD	£29.95
10 3½" disks (Sony Branded)	£12.95
Simon's Basic Extension	19.95

Prices include VAT and P&P. Allow up to 14 days for delivery. Chq/PO to:
OMNIDALE SUPPLIES (CU),
23 Curzon Street, Derby NE1 2ES.
Tel 0332 291219

AMIGA USERS. Earn up to £50 for your Basic/Code/Programs. Anything considered, arcade, puzzle etc, etc. Send your programs for evaluation today to J.M.F. 34 St. Margarets Way, Blackburn, Lancs, BB1 1PO. N.B. If you would like your disk(s) returned please enclose a 32p stamp.

AMIGA USER wants fast contact all over the world. Send disks, lists or letters to: Kjell Erik Brekke, Skjaret 21, 6800 Forde, Norway.

"COMMODORE REPAIRS"
MENDIALL
COMPUTER REPAIRS
SPARES & ACCESSORIES

Fixed price repairs (any single fault) fast turnaround (normally one week) Price includes 8 mths guarantee, vat, p&p parts & labour

Commodre C4	£22.00	MPS 802	£39.00
VIC 20	£22.00	MPS 803	£39.00
Commodore C16/14	£18.00	Spectrum+	£14.00
Commodore C16/14 VLA	£24.95	BBC	£25.00
Comodore C128	£19.00	Electron	£20.00
1541	£36.00	Amstrad from	£21.95
Cassette Deck	£19.00		
MPS 801	£38.00		

Most other makes repaired telephone for a quote/estimate 0792 813607

Just send your computer & a cheque or postal order to:
Mendial Service Centres Dept C.U. Unit 3, Winifred Road, Skewen, Swansea West Glamorgan South Wales. SALO 6HP Tel: 0792 813607 (24hrs)

ADVERTISEMENT INDEX

Anco 24
Activision 16,57,115
Apolonia 36

Bitcon 61
Blade Software 54

Castle 44

Datel 48
Domark 8,64-65
Database 100
Dynamic Marketing 51

Empire Software 48

Grandslam 13,69

Harwoods 82-83

Infogrames 103

Linel 36

Mindscape 23

Megasave 78

Ocean 2-3,28,30,34-35

Postronix 70-71

Silica Shop 76
Software City 60
Strategic Plus 74
System 3 18-19,51

Tanglewood 78
Titus 4
Thalamus 46
Trilogic 38

UBI Soft 98-99
US Gold 116,63

Video Vault 74
Virgin Mastertronic 26

Worldwide 74

Xenon Technology 42

CLASSIFIED ORDER FORM

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15
16	17	18
19	20	21
22	23	24
25	26	27
28	29	30
31	32	33
34	35	36
37	38	39
40		

Lineage — 25p per word to private idividuals — 20 words min. 40 words maximum. 35p per word to Trade. 20 words min. — 40 words maximum.
Semi-display — £13 for S.C.C. Ring 01-251 6222.
All classified and semi-display advertising is pre-payable.
When paying for advertisements please add on 15% for VAT.

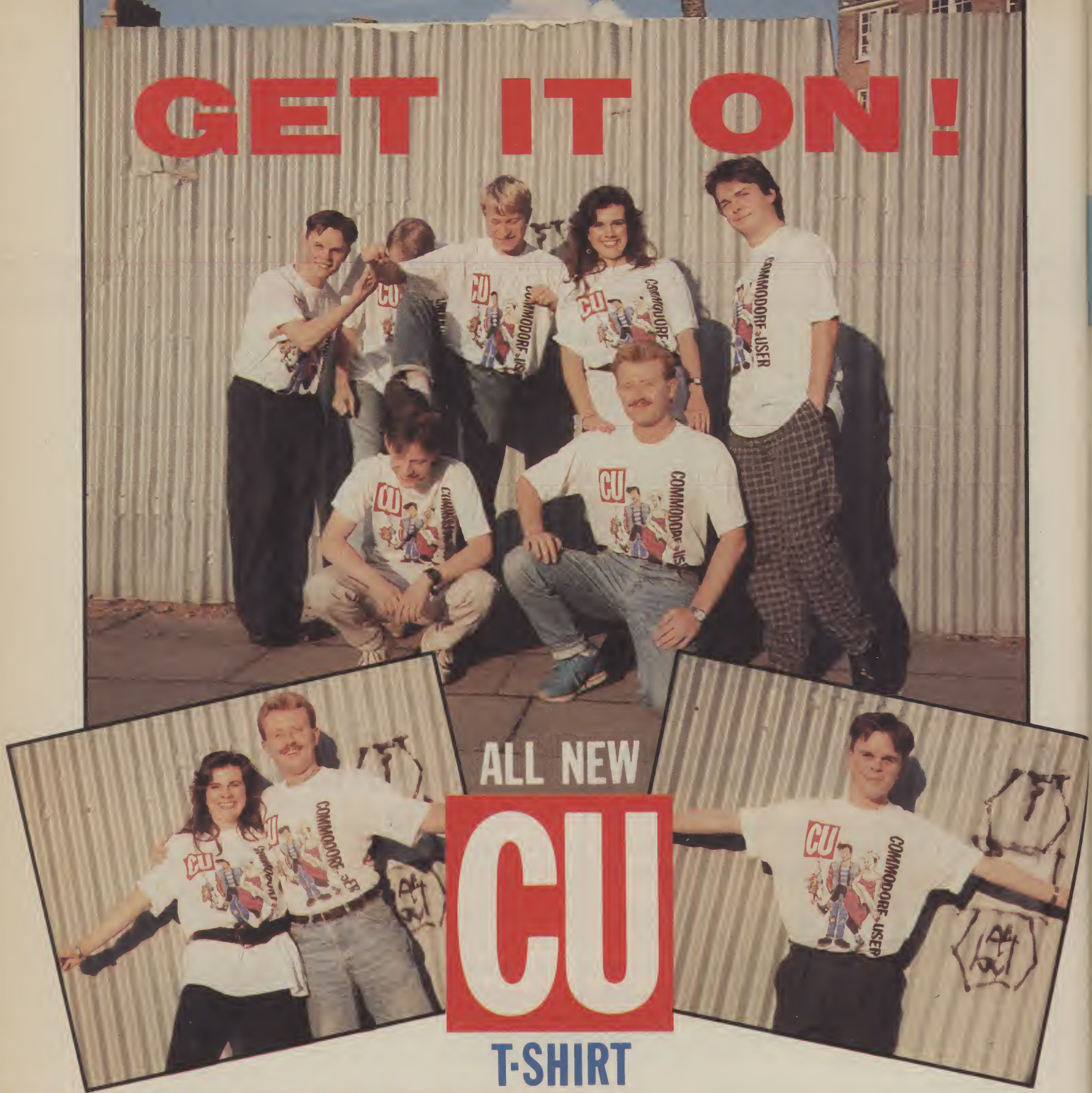
Warning
It is illegal to sell pirated copies of computer games. The only software that can be sold legitimately through out classified section are genuine tapes, disks, or cartridges bought from shops or by mail order from software houses. **Commodore User** will press for the maximum penalties to be brought against anyone breaking these rules. We regret that due to large-scale swapping of priated software we can no longer allow swaps of tapes, disks, or cartridge in our classified section.

All classified ads are subject to space availability.

PLEASE PRINT CAPITALS
I enclose cheque/P.O. for £ ..... made payable to *Commodore User.*
Name .....
Address .....
Total number of words .....
Post to: **AD. DEPT. COMMODORE USER, 30-32 FARRINGDON LANE, EC1R 3AU.**

TO ADVERTISE IN SELL-OUT CALL FIONA McMAHON ON 01-251 6222

GET IT ON!



Please send me ___ T-shirts at £5.95+50p p&p each.
Size M/XL. Total amount enclosed £ ____
Please make cheques payable to Commodore User and send to:
Commodore User T-shirt offer,
14 Holkham Road, Orton Southgate,
Peterborough, PE2 0UF.

Name .....

Address .....

.....

.....

Please allow 28 days for delivery.

MODELLED BY THE MOST DYNAMIC TEAM IN THE BUSINESS

Guaranteed to create jealousy in all your mates, this exclusively designed T-shirt is a MUST for all serious CU readers.

To get one before THEY get you just fill in the coupon and send it along with a cheque for £5.95+50p p&p.

OUTER LIMITS

▲ Grandslam have released miniature arcade machines. *Outrun* and *Afterburner* retail for £34.95, from Argos and similar.

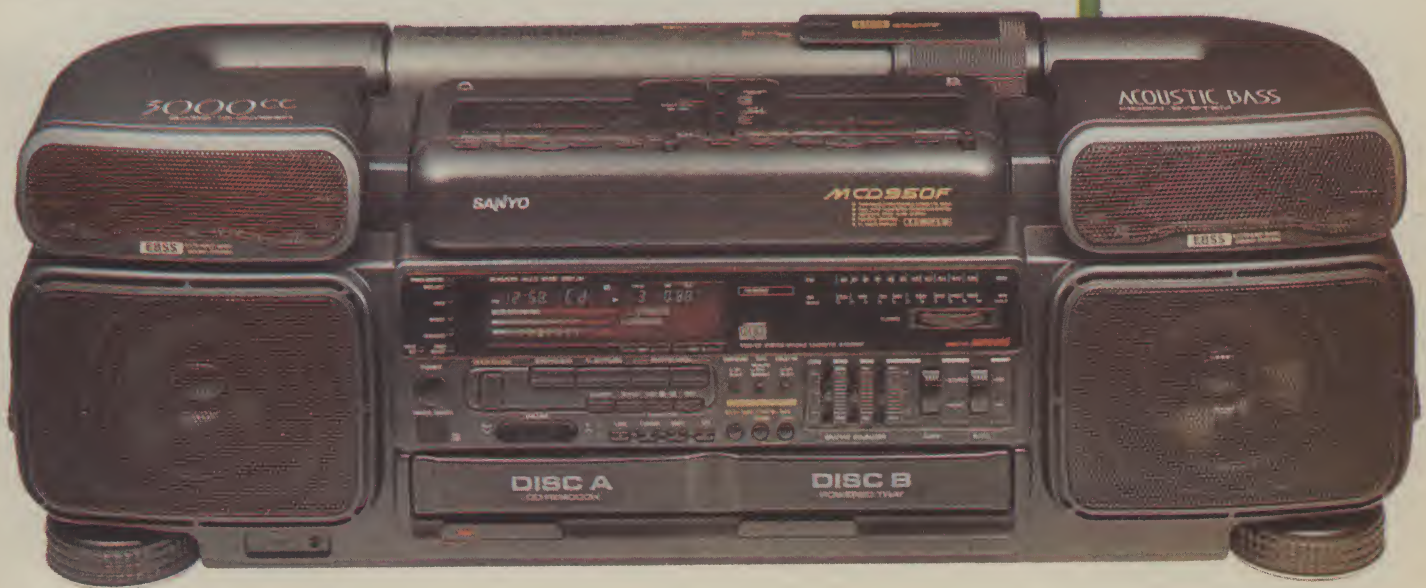
▲ More bat memorabilia with this 'ethnic' broach. In your batshop now.

▲ WWII sci-fi trilogy. Trick Cards (pub Titan) in all the right stores.

◀ Video nasty but nice if you can afford it. A newie from Phillips with speaker/ monitor — from High Street stores.

How about this for a monster! A new Sony twin CD twin cassette, lots of computer features and a six hundred quid price tag to match! ▼

▲ A gloriously tacky Rock 'n' Roll flower. Watch it bop merrily away for hours at a time with the help of a micro chip. Used in a Darling Buds promotion and available from Tokyo Beat at £24.95 (01-379 4338).



Missing out on Commodore User is pure torture. Don't go through the agony of waiting for your favourite magazine to arrive each month, because we'll deliver it straight to your door. For just £17 a year we'll save you a lot of suffering. Know what we mean?

Please start my subscription from the ..... issue.

Tick appropriate box

☐ One year UK & Eire £17.99

☐ One year Europe £29 (Surface Mail); £38 (Air Mail).

☐ One year rest of World £29 (Surface Mail); £50 (Air Mail).

Return to COMMODORE USER SUBS OFFER, Subscriptions Department, PO Box 500, Leicester LE99 0AA.

Or ring our special 24-hr Orderline Service and quote your credit card number.
Tel: 0858 410888.
ENQUIRIES: 0733 555161.

I enclose my cheque/postal order payable to COMMODORE USER for £ .....

Please debit my Access/Visa Account.

Amount £..... Expiry Date .....

Card Number .....

Name .....

Address .....

.....

Signed .....

WHO YA GONNA CALL?

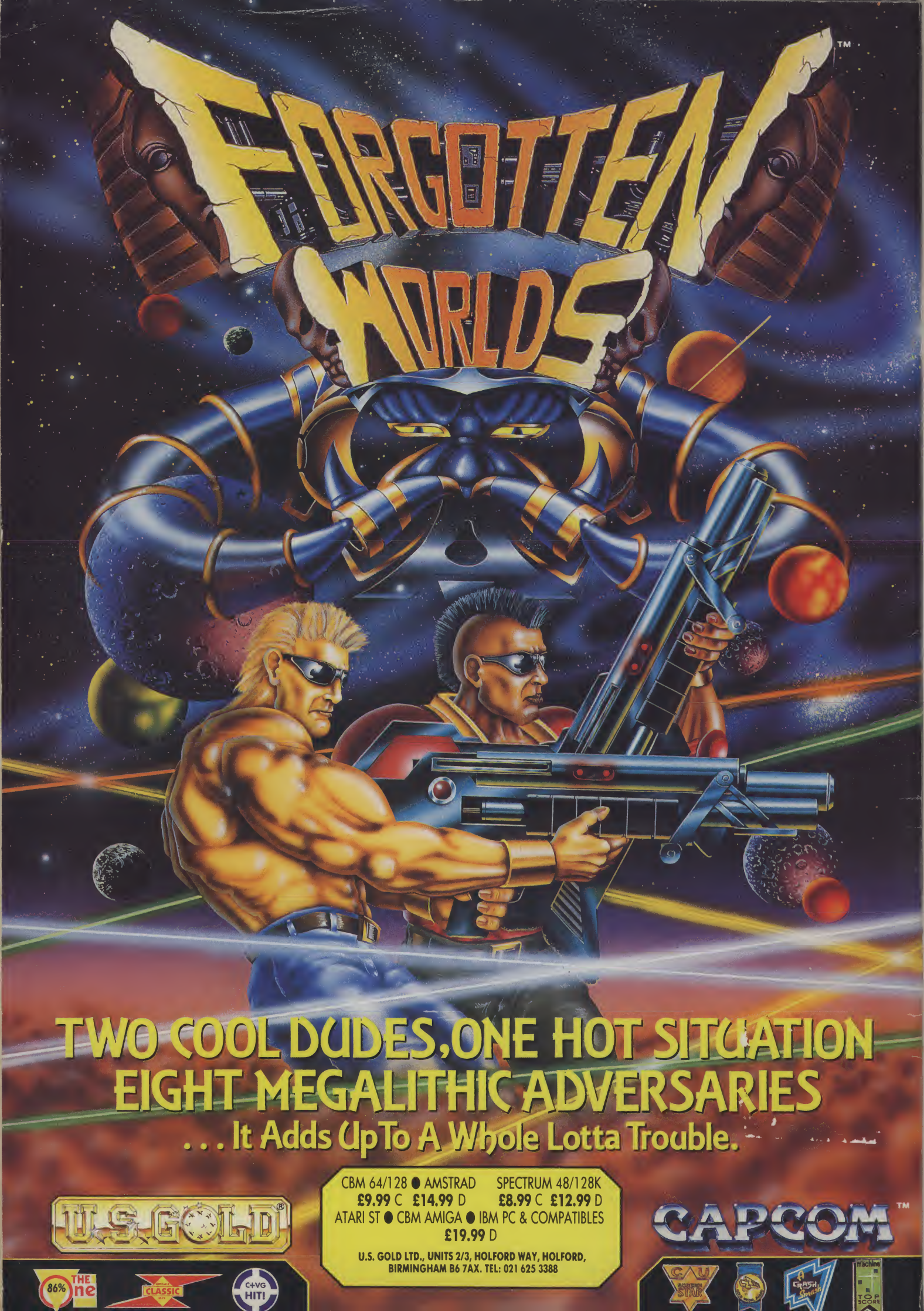
TM

CALL 0734 753267

ACTIVISION

The Computer Game

© 1989 Columbia Pictures Industries Inc.
All Rights Reserved.


FORGOTTEN WORLDS™
TWO COOL DUDES, ONE HOT SITUATION
EIGHT MEGALITHIC ADVERSARIES
. . . It Adds Up To A Whole Lotta Trouble.
U.S. GOLD®
CBM 64/128 ● AMSTRAD SPECTRUM 48/128K
£9.99 C £14.99 D £8.99 C £12.99 D
ATARI ST ● CBM AMIGA ● IBM PC & COMPATIBLES
£19.99 D
U.S. GOLD LTD., UNITS 2/3, HOLFORD WAY, HOLFORD, BIRMINGHAM B6 7AX. TEL: 021 625 3388
CAPCOM™
86% THE One
CLASSIC
C+VG HIT!
CU SCREEN STAR
A CRASH Smash
machine TOP SCORE